









Welcome to Official PlauStation Magazine

OPEN YOUR HEART TO A WORLD OF BEAUTY. STYLE.

PASHION AND, ERM, SOME GAMES...

ON THE CD



TOCA WORLD TOURING CARS PLAYABLE

Thought Colin McRae 2.0 was good? You haven't crashed anything yet.



PlayStation

The sequel to Re-Volt - buggy

racers get up to speed.

MILLE MIGLIA VIDEO

They banned the race, but the

A scrolling space shoot 'em up

with evil space robots and vast

environments.

DOWNLOAD

Abe's Oddusee.

Resident Evil 3,

Spyro 2, Final

Fantasy VII

and VIII, and

Castlevania cheats to

bne beolnwob

keep forever.

game lives on - vintage cars purr round Italy.

INFESTATION VIDEO

RC REVENGE VIDEO



TENCHU 2 PLAYABLE

You ninja - pyjama-clad bringer of death. Now go kill people, Silentlu...



propelled larks from the fearless French



Think Speed Freaks karting, think world of Disney - together at last.



Garishly clobbered super-freaks biff each other for your pleasure.

SYDNEY 2000 VIDEO

Pumped up polygons race, snatch and jerk their way to Olympic glory.

SPIDER-MAN PLAYABLE

Crawl along walls, fling web and chin baddies in this stunningly-animated and atmospheric game. A web-tastic 3D action-adventure that is unmissable







See page 94 for full playing instructions

PlayStation Magazine 38

Captain's log, star date October 2000:

Space. The Final Frontier. We are the team of the Official PlauStation Magazine. Our mission, to boldly go where no mag has gone before, and bring a review of the first ever half-decent videogame based on Star Trek. Yes, it's a Star Trek game, but not as we know it. This one is actually good. Highly illogical, eh? Come with us then as we brush Klingons from our starboard bow, crank things up to warp factor 10 ("She cannee take it captain!"), and head for another dimension. Well, page 69, in fact. Star Trek: Invasion, it's certainly an, err, enterprising game.

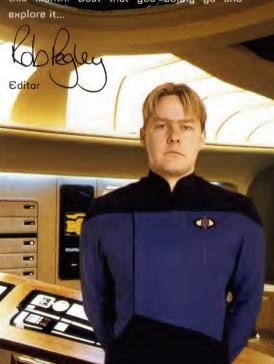
Meanwhile, back on Planet, PlayStation...

In between our duties exploring new solar systems, encountering strange life forms (that'll be N64 owners, then), and wearing clingy, lycra-heavy futuristic clothes, we've managed to play some great games and scoop some top stories.

The first ever preview of Driver 2 will do for starters. All the latest on those fun lovin' criminals on page 44, with an exclusive review to follow next month. Also, we've got the inside story on Tomb Raider 5. Lara's dead but her legacy lives on. Get the inside story on Tomb Raider: Chronicles on page 36.

Plus there's a packed review section full of quality games. Tony Hawk's Pro Skater 2. TOCA World Touring Cars, Rayman 2, Spider-Man, Grind Session and Alien Resurrection.

Space? We've fifted 100 pages of it for you this month. Best that you boldly go and





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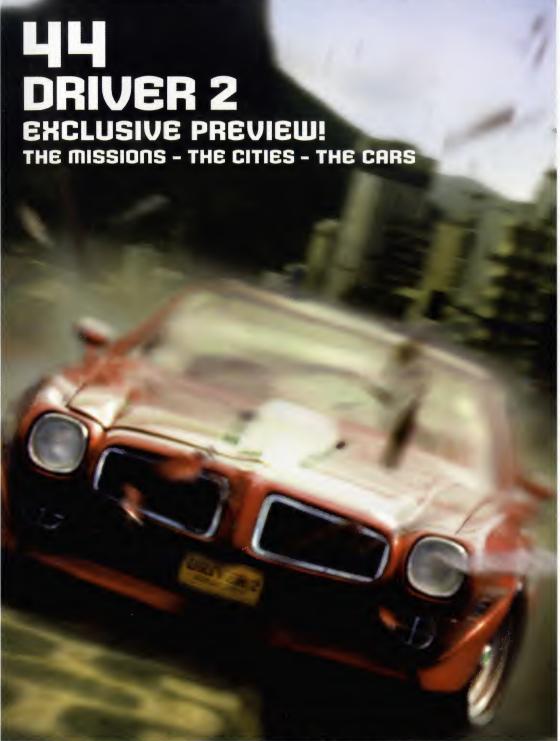


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AUSTRALIA & NEW ZEALAND'S BEST SELLING VIDEOGAMES MAGAZINE









FEATURES

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- 98 Famous Last Words Alex Lloyd.









[PLANET **PLAYSTATION**]

The Final Countdown

GAMERS ALL FIRED UP FOR PLAYSTATION2

The launch of PlayStation2 on November 30 is just a few weeks away. And Sony titles will be available at the launch of PS2 - a new record. It's expected around 40 games will be released by Christmas.

The New Zealand launch is also November 30, with the price NZ\$899.

Many gamers will be disappointed by the release date, as it was expected the console would launch worldwide on October 26. The US release date is still October 26, but Europe is now November 24 and Australia and NZ on November 30. The delay was because of unprecedented demand for PS2 in Japan, where Sony has already sold over 3.5 million consoles. And Sony says it needs an extra week beyond the European launch due to DVD zoning requirements.

Demand for the PS2 has far outstripped Sony's own projections and the console is commercially out-performing its predecessor. The original PlayStation sold around 400,000 units in a month in Japan and it took six months to sell one million, indicating PS2 is almost four times as popular.

Sony Australia says the delay was necessary to ensure there was plenty of stock when PS2 is launched. "Our objective is to have as much stock as possible available before we launch PlayStation2 in Australia, as feedback from consumers indicates there will be strong demand for the new computer entertainment system," said Michael Ephraim, Managing Director of Sony Computer Entertainment Australia.

In announcing the price and adjusted

release date, Chris Deering, President of SCE Europe, said, "the performance of PlayStation2 continues to exceed even the most optimistic forecasts in Japan. In fact, we will be shipping many times the number of PlayStation units when it was released in September 1995 [November 1995 in Australia]. We believe that our recommended retail price point represents great value for money for consumers offering interactive entertainment, DVD-video and future-proof technology poised to lead the broadband revolution."

Since its debut on March 2 this year, PlayStation has shipped over three million units in Japan, making it the most successful electronic entertainment product launch ever. Ken Kutaragi, President and CEO of Sony Computer Entertainment, said "SCEI has shipped its three-millionth unit in Japan, this record-breaking strong demand supported by an impressive range of software titles allows us to look to the future with great confidence. Just as PlayStation brought interactive gaming to an unprecedented mass market, PlayStation2's combination of breathtaking digital graphics, superb sound and DVD video will open the doors to a new computer entertainment experience in the home."

Sony expects to sell 10 million PlayStation2 units by March 2001, including over three million in the PAL territories of Europe, Australia and NZ.

Meanwhile, Sony Australia expects that the tiny PSone will be available from early to mid-November. The PSone will totally replace stocks of the original PlayStation console and be exactly the same price - bargain!





I Wanna Play Too!

THE GAMES TO LOOK FOR ON LAUNCH DAY

amers look likely to be spoiled for choice when the PlayStation2 is launched in this country. Along with expected giants like *Ridge Racer V* and *Tekken* Tag Tournament, big games like FIFA 2001, Fantavision, Timesplitters, Kessen and Summoner have been confirmed for launch day. Here are PSM's thoughts on some of the biggest launch games.

Tekken Tag Tournament - the fighting king returns to the ring. Features outstanding graphics, loads of characters, the ability to swap between characters during a fight, and a hilarious and fun Tekken Bowl mini-game.

Ridge Racer V - the arcade racer that's so fast it gives nosebleeds. The gameplay mightn't be revolutionary, but this is fast-paced racing action that is great fun whether alone or with a mate.

Fantavision - quirky fireworks puzzler. A bizarre title, but a wonderfully engaging experience. It's a dazzling fireworks simulator, but plays like a puzzle game. The PAL release will offer a simultaneous two-player mode.

FIFA 2001 – the soccer giant kicks another goal. A gob-smackingly spectacular soccer sim, complete with frighteningly realistic player facial animations.

Timesplittlers - chaotic blasterama from the makers of Goldeneye. Playing modes include a co-operative story mode where you and a mate can blast your way through hoardies of enemies and loads of multiplayer games.

SSX – snowboarding with a twist. Jostling other boarders as you hurtle down

PRE-CHRISTMAS

the spectacular slopes is hilarious. There are seven courses and loads of tricks.

Summoner - spectacular role-playing game that should have mass-market appeal. You control a character with the ability to summon creatures. There are over 20 creatures that join your party and include massive dragons. But it's the incredible 3D environments that really impress.

Midnight Club - fun racing game based on illegal Japanese road racing. You can race through the streets of London, New York and many other cities, and there's a Driver-like story mode to plough through. The sense of atmosphere is fantastic. There's a slew of cars available, and the graphical detail is stunning.

Smuggler's Run – Rockstar's second launch title. As the eponymous smuggler, you burn across the American countryside to collect and offload illicit goods. You'll be bouncing over hills, tearing through vales, and ploughing through Mexican border towns. You can use the roads, but you'll only attract the police.

Kessen - the epic Japanese strategy game that was one of the first PS2 titles unveiled. We thought this would never get a PAL release, but EA is giving local gamers the chance to control those epic horse and warrior battle scenes.

Wetrix 2 - the seguel to the addictive puzzler. We haven't seen this one vet. but the original was a Tetris-style puzzler that involved building up walls to keep water from spilling out of the playing area. Solid, addictive puzzling, and with PS2's water rendering abilities, it should look and play utterly dreamy.









Tekken Tag Tournament, Midnight Club, Ridge Racer V and Timesplitters - is this the best console launch line-up in the history of videogames? Could well be...

PlayStation2 Release Schedule

LAUNCH GAMES Tekken Tag Tournament Ridge Racer V (Namco/Sony) Fantavision (Sony) FIFA 2001 (EA) Timesplitters (Eidos/Ozisoft)
F1 Racing Championship (Ubi Soft)
Rayman 2: Revolution (Ubi Soft)
Donald Duck: Quack Attack (Ubi Soft) SSX (Electronic Arts) ESPN International Track & Field international Superstar Soccer Smuggler's Run (Rockstar/Jack of All Midnight Club (Rockstar/lack of All Kessen (Electronic Arts) X Squad (Electronic Arts) Wetrix 2 (Sci/Jack of All Games) Wild Wild Racing (Rage/Jack of All

F1 2000 (Sony) Ready 2 Rumble Round 2 (Midway) Star Wars: Starfighter (LucasArts/Activision) fusion GT (Crave/Sony)
Silent Scope 2 (Konami/Ozisoft)
Street Fighter EX3 (Virgin/Ozisoft)
Ninja Gaiden (Tecmo) The World Is Not Enough (Electronic Theme Park World (Electronic Arts) F1 Championship Season 2000 (Electronic Arts) Unreal Tournament (Infogrames/Ozisoft) World Destruction League: Thunder Tanks (3Do/Sony)
Driving Emotion Type S (Square/Sony) Swing Away (Electronic Arts) Evergrace (Agetec/Sony)
Armoured Core 2 (Agetec/Sony) Eternal Ring (Agetec/Sony)

Drakan (Sony) Dropship (Sony) WCW 2000 (Electronic Arts) Onl (Rockstar/Jack of All Games) Moto GP (Sony) ESPN X Board Snowboarding Reiselled (Konami/Ozisoft)

2001 RELEASES Dead Or Alive 2 Hardcore (Sony) Gunslinger (Activision) Orphan (Activision) Tony Hawk's Pro Skater 3 (Activision) Final Fantasy X (Square) Final Fantasy XI (Square) V.I.P. (Ubi Soft) Dark Cloud (Sony) Metal Gear Solid 2: Sons Of Liberty Wipeout Fusion (Sony) Star Wars: Super Bombad Racing (LucasArts)
Soul Reaver 2 (Eidos)

Gradius III and IV (Konami) The Bouncer (Square) Army Men: Air Attack 2 (3DO) ASCII Surfing (Acclaim) Red Faction (THQ) Spin: Sprint Car Racing (Sony) Navy Seals (Jaleco) Motor Mayhem (Infogrames) Ferrari 360 Challenge (Acclaim) MDK Armageddon (Interplay) The Getaway (Sony)
Dino Crisis 3 (Capcom) Mat Hoffman's BMX 2 (Activision) Tenchu 3 (Activision)
Kelly Slater's Surfing (Activision) Street Lethal (Activision) Titanium Angels (SCi)
Thunderbirds (SCi)
High Heat (3DO) No One Lives Forever (Fox) Aliens Colonial Marines (Fox) Dynasty Warriors 2 (Koei) Warriors Of Might And Magic (3DO) Army Men: Sarge's Heroes 2 (3DO) Shadow Of Memories (Konami) Seven Blades (Konami

Ephemeral (Konami) Hidden And Dangerous 2 (Take 2) This Is Football 2001 (Sony) Pirates Of Skull Cove (Electronic Arts) Star Trek Online (Activision Resident Evil 4 (Capcom) Z.O.E. (Konami)
Golf Paradise (T&E Software) Top Gun (Titus) Star Wars: Obi Wan (LucasArts)
Silent Hill 2 (Konami) Knockout Kings 2001 (Electronic Arts) Project Eden (Eidos) Run Like Hell (Interplay) F1 World Grand Prix 2000 (Konami) WCW Mayhem (EA) Onimusha: Warlords (Capcom) Age Of Empires II (Konami) Gauntlet: Dark Legacy (Midway) Shadow Of Destiny (Konami) Oddworld: Munch's Oddysee







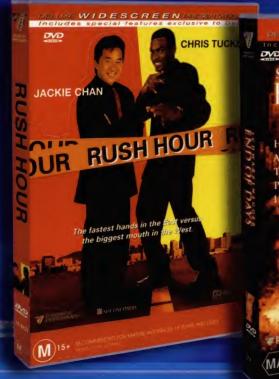


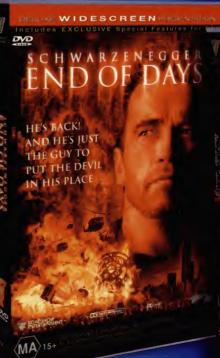


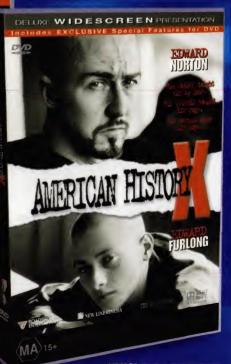
Wipeout Fusion unfortunately won't make 2000, either will Munch's Oddysee, but Kessen and Smugglers Run will certainly keep you busy this Christmas. Game on!

Action never felt so good on DVD









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[PLANET PLAYSTATION]



It Was Bond To Happen

A HA! THE WORLD IS NOT ENOUGH, WE'VE BEEN EXPECTING YOU...

ectronic Arts' The World Is Not Enough will be released on messy Tomorrow Never Dies, the team is determined to learn from PlayStation this November, and is looking like a corker already. Graphically the game aims to go further than any other PlayStation game of its ilk, recreating some of the most famous scenes from the film, including the razor-saw helicopters at the caviar factory and the tunnels of the nuclear weapons bunker.

With curved surfaces and long draw distances, this is a game nudging the PlayStation just that little bit further. And even though it's being developed by Black Ops, the company behind the rather past mistakes and, by its own admission, has been given a bit longer to finish this title.

Expect a huge feature on The World Is Not Enough next month, along with new information about Electronic Arts' other Bond tiein, 007 Racing. Rather than some seedy karting variant, this is a driving game with an entirely new Bond story from the creators of the Need For Speed series. When it comes to the next issue of PSM, we will be expecting you.







Bond is back, and this time he's in a great PlayStation game. Push James and the PlayStation to their very limits

Shirvo's Olympic Showdown

MATT SHIRVINGTON BREAKS 100M RECORD (VIRTUALLY)



At the launch of Eidos' Sydney 2000, Australia's golden boy

ring the tip line for help, too! I really do enjoy it.

As for Sydney 2000, "I think it's great. Australian kids especially

to it again on that level. It's a great game."

Shirvo also told *PSM* he's keen to get his hands on a PS2: "I think that the best thing about the PlayStation2 is how you

Dep Ed Jason grills Shirvo on his Sydney 2000 world record.

Get Down and Boogie!

DANCE DANCE REVOLUTION COMING SOON

because Konami is finally bringing arcade hit Dance Dance floor mat so you can get jiggy wid your mates.

For those who haven't had the pleasure of this Japanese

but instead of your joypad presses corresponding to the dancer's movements on screen, you have to press buttons on a floor mat

The game promises to offer a hilarious party experience like other. Tracks include music by well-known artists like KC & Japanese outfits like Smile.dk. Of course, there are secret tracks to unlock and plenty of playing modes. Maniac mode is for budding



Twister meets nightclubbing with Dance Dance Revolution.

After five years, FIFA 2001 wil mark the last ball kicked by the best-selling series on PlayStation. For its last hurrah EA has overhauled the AI to give "an added burst of speed" and improve the gameplay. Also expect the traditional graphical

Kiss Pinball is destined for the PlayStation soon. Two tables are featured in the game, with Netherworld themed around the band's supernatural posturings, and Last Stop: Hell focussing on the back stage preparations and on-stage pomp of a Kiss concert. But, of course, all this is through the medium of pinball, so expect multi-balls, spinners, ramps, video modes and flippers.

Titus is getting ready to let loose Lycra-clad, caped wonder Superman in his very own PlayStation game next month. A fully 3D action-adventure's promised, through which the Man of Steel can swoop and smash as well as use super powers like X-Ray vision. Freeze Breath and Heat Ray to unrayel all manner of tricky puzzles. Lex Luthor is on the loose (naturally) and determined to trap archrival Superman in a cage of Kryptonite. With eight dastardly plots to foil. Superman's got his work cut out for him.

Mr Driller. He's small, colourful. cute, and coming to PlayStation soon, courtesy of Namco. In this top little puzzle game, Mr Driller's job is to dig down through coloured blocks beneath the town, and create stable foundations so the place doesn't come toppling down. Pull out the wrong supporting block and blat! A Mr Driller sandwich.

Red Storm is bringing Rogue Spear, follow-up to Rainbow Six, to the PlayStation and has promised a rewrite of the original's dodgy Al. There are 16 single-player missions including one in the New York Opera House and one on a plane - and two for multiplayer,







ith the likes of Ed Templeton, Willy Santos, Cara-Beth Burnside and Daewon Song, *Grind Session* lets you mix it with the very best skaters in the world.

Grind Session has it all. Apart from the cool hip-hop toons and the playable characters, everything about the eight huge levels is there for you to skate and destroy. With a massive amount of linkable tricks, this skateboarding sim features limitless combos.

Thanks to the folk at Sony, we've got some wicked booty up for grabs! As well as a copy of *Grind Session*, one winner will also receive a brand

spankin' new PSone with Dual Shock controller, a Memory Card, \$500 worth of stylin' threads and treads (that's shoes and clothing, mum!) from the legendary Vans street wear clothing company, as well as a Toy Machine skateboard signed by none other that Ed Templeton!

Be the coolest on the street, at the skatepark or just at home! Most importantly, become a *Grind Session* master...

And no, you don't have to land a one-foot, inverted varial to be in the running for this once in a lifetime prize. All you need to do is name one of the cities that appear in *Grind Session*.

Send all entries to *Grind Session*, *Official PlayStation Magazine*, PO Box 4089, Sydney NSW 1028. Write your answer on the back of an envelope with your name, address and phone number. Entries close October 24 and the winner's name will be published in the December 2000 issue of *PSM*. *Grind Session* gets the *PSM* workout on page 70 of this issue!



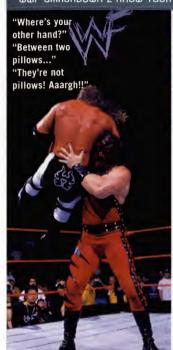






Lycra Lovers

WWF SMACKDOWN 2 KNOW YOUR ROLE ENTERS THE RING







HQ's WWF SmackDown is the most successful wrestling game ever - it's official. With sales passing the 250,000 mark it just goes to show how massively popular the 'sport' is. We all knew there'd be a sequel steam-rolling our way sooner or later, it was just a question of when. Well, the word is out, WWF SmackDown 2 Know Your Role is on its way, and it's shaping up to be even better than the first.

The new game boasts 50 wrestlers, new gameplay modes – such as the Tornado Tag Team and a fully revamped Create-A-Wrestler option. The game will also feature the infamous Ladder Match, in which wrestlers use a ladder to reach a prize suspended above the ring or, alternatively, to beat each other up with. Know Your Role also has a load of new out-of-the-ring areas to scrap in - grapple behind the scenes of the WWF Entertainment Complex or smash up the VIP Room.

Combo-iunkies will also be pleased to hear that the new game will boast a host of fresh moves and throws, including a broader range of two-on-one moves, where two wrestlers can gang up on a single opponent. Also look out for a bunch of updates on the super-fast grapples that made the first SmackDown such a joy to play. Know Your Role is heading for a March 2001 release.

It's wrestling time, so cue jokes about fat blokes in tights entering the ring and lycra-clad gorillas rolling around together.

Few Holds Barred

ULTIMATE PIGHTING CHAMPIONSHIP LIMBERS UP



USA and proved immensely popular. Competitors are not permitted to bite or manipulate joints and pressure points, but In the game, players will choose to use one of 34 fighting styles, including Jiu-jitsu, kick-boxing and wrestling. As in boxing, you will achieve victory by knocking your opponent out, but you can also lock your opponent into submission.

To create a realistic environment, developer Opus has utilised

showing pain and anger. Gamers can expect one of the most bloodthirsty fighting titles ever, since UFC battles are renowned

The rules are: there are no rules. This is not for wimps.



The first skateboarding game ever was not Tony Hawk's. In 1986, Atari released 720 Degrees in the arcade, and its popularity saw it subsequently released on countless home platforms. Players could skate through a rampfilled world doing jumps for points, buying equipment with cash won in tournaments and trying to beat the clock. Famously, the game offered the message "Skate or Die!" when time was running out to get to the next tournament. In a sign of things to come, the soundtrack was so popular Atari released a limited edition record. PlayStation gamers can get a taste of the pre-Hawk era by playing 720 on Midway's Arcade Party Pak.



PEOPLE SO SIMILAR THEY TURN YOUR BLOOD COLD

NO.6 IN COLD BLOOD BLOKE AND JOEY FROM PRIENDS

Chunky Italian looking guy in a vest, short dark hair with a fringe, wide eyes and big brows, it IS Joey Tribianni (Matt Le Blanc). And although the *In Cold Blood* guy is poised ready with a gun, he doesn't look the most alert of blokes either. Just like Joey, the lights are on but nobody's home.

of Formula One games are just going round in circles. Eidos has announced F1 World Grand Prix 2000, a racing sim that will feature a GT-style test for the right to drive an F1 car. In Grand Prix mode, high finishes earn you cash that your team can then spend on research and development to improve your car. Good performances and consistent improvements in lap times mean the bigger teams, such as Ferrari, will offer you lucrative contracts to drive one of their cars the following season.

Sony's Monster Rancher Battlecard is a Pokémon-inspired card game. Your battle-deck will consist of a bunch of monster, attack, defence and action cards. The game will take the form of an RPG-lite adventure, where you'll travel through the world, collecting and battling monster cards as you go. Given the recent announcements about mobile phone connectivity with

PSone, the possibilities for the game are endless. Instead of just taking a Memory Card round to your mate's to swap and battle monsters, who's to say you can't upload and download the little beggars from special Monster Rancher Web sites?

The latest game of the film to roll off Disney's production line is 102 Dalmatians: Puppies To The Rescue. Following the plot of the upcoming movie, Cruella De Vil has been released from prison. and instantly returns to her wicked ways, kidnapping 101 Dalmatian pups and getting on the phone to Alexander McQueen with a special order. You'll play puppy 102 and have to swim, dig and sniff your way through 20 levels of henchman-foiling action across settings such as Big Ben, De Vil Manor, Piccadilly Circus and The Ice Festival.

Ken Kataragi has announced that PS2 has shipped a staggering 3,500,000 units in Japan. It has taken a mere five months for the PS2 to hit such targets. It took the first PlayStation 19 months to achieve the same status.





PLANET **PLAYSTATION**







Dr Hollywood is knocking. Let the man in, please...

In Cold Blood

Director Michael Apted (*The World is Not Enough*)

MI6 special agent John Cord is sent to the ex-Soviet republic of Volgia to track down a disappeared American operative who was investigating reports of a new super-compound - more powerful than uranium and mined exclusively in Volgia. With the help of a beefy European bloke and a scientist insider, Cord hooks up with a Chinese agent on to the same story. But he's captured and tortured by Volgia's crazy dictator, Dimitri Nagarov...

It's a Bond movie - err, without Bond.

Green Light or Development Hell?

Green Light. Bond is a predictable series that's the only decent thing coming out of the limp and self-conscious British film industry. What we need is a darker, unreconstructed, intelligent spy thriller with a more human hero. Less heroics, more plot. Tell it through flashbacks as Cord is being tortured (like the game) for that inscrutable Usual Suspects-style. If the Hollywood cigar-chompers don't like it, there's surely some potential in a meaty old ABC multi-part drama. At least? Don't you think, eh?











- 1 Evil dictator Dimitri Nagarov Steven Berkoff ($\mathit{Octopussy}$)
- 2. Beefy European bloke Damir Dokic (Numerous dramas) 3. John Cord Christopher Eccleston (*Gone In 60 Seconds*)
- 4. Nervous scientist insider John Hurt (The Elephant Man)
- 5. Slinky Chinese agent Chi-King Cheung Michelle Yeo (Tomorrow Never Dies)

Next Hen

THE FUTURE OF CHICKENS IN VIDEOGRMES

ardman Animations' first full-length film. Chicken Run, is being remodelled for the PlayStation by developer Blitz Games. Ginger, Rocky, Bunty and Fowler are the clucks determined to make a great escape from Tweedy's chicken farm and it's your task to get them over the barbed wire.

'We've tried to recreate the farm in its entirety," team leader Dave Flynn tells us. "All the sets and scenes in the film are in the game, and there's even a few extra areas." While you start out controlling feisty hen Ginger, there are three other playable characters: Rocky the all-American rooster, and the two shifty rats Nick and Fetcher. Rather than break up the action into a sequence of levels. Blitz has split Chicken Run into three acts.

Dave explains, "Within each act a number of escape plans may be attempted, each of which is a fast-paced sub-game."

Ignoring the example of simplistic movie licences like A Bug's Life, Dave cites Metal Gear Solid as one source of inspiration: "Most of the game takes place in a 3D environment, where the player must sneak their way around the farm, dodging spotlights and patrolling guard dogs. The aim is to collect objects, RPGstyle, to create the weird and wacky contraptions that the chickens use to escape." Punctuating the stealthy activity are the escapes themselves, present in the form of sub-games. "In one sub-game, the chickens attempt to launch each other from a see-saw, rebounding off an old mattress." Sounds like fun!





Can't beat a good game of chicken. This is certainly no Christmas Turkey.

Re-Enter The Dragon

SPYRO FLIES BACK FOR A THIRD ADVENTURE

pyro is to return in Spyro 3: Year Of The Dragon. The new game will feature 30 fresh worlds, a dizzying number of sub-games, plus the ability to control four different types of creature.

When the original Spyro arrived in October '98, PSM hailed it as the first in a new wave of proper 3D platformers. This prophecy was soon fulfilled by the likes of Ape Escape and the followup Spyro 2. This attempts to build on the solid gameplay of the previous two titles, combining the familiar flame, charge and swoop moves with boxing and sharp-shooting.

In the cause of plot development, all is not well in the Dragon World. After over-indulging at a bicentennial feast, the dragon elders nod off and awake to discover that an evil sorceress has stolen the latest batch of dragon eggs. It's Spyro's job to rescue them.

This promises to be the fastest Spyro yet, with a mode inviting the lizard to race subs. speedboats and tanks against beastly rivals. Spyro, Sparx and all are expected to return in time for a great Christmas.



Skateboarding is just one of the skills Spyro has mastered in his break from action.





Celebrity Skins

A SNEAKY PEEK AT THE PUTURE OF PLAYSTATION - AND BEYOND.

- SKIN TRANSPLANTS
- THE AVATAR'S THE STAR
- CHOOSE YOUR OWN ADVENTURE
- SAVE YOUR SKID, ID A GAME

AND JUST WHEN WE THOUGHT WE COULDN'T GET MORE EXCITED ABOUT PS2...

magine being able to drop into Egypt clutching a pair of Croft's Colts, or bantering with Barrat and the gang in Final Fantasy VIII, or actually being Solid Snake in Metal Gear Solid.

Thanks to exciting new technological developments by a company called AvatarMe!, that's not far off reality - as PSM crewmember Catherine Channon ably demonstrates, causing mayhem in Quake III. But how did we get her into the arena? A few seconds in a special photo booth and some revolutionary new software was all it took to create a file known as an avatar your very own animated 3D image ready to be dropped into a computer game.

Once inside the photo booth, a camera takes two shots of you from four different angles. One of the shots is backlit, creating a shadow, the other is developed in full colour. The silhouette shots are attached to a generic template, which is then adjusted to fit the outline of your body. The colour shot is used to paste the textures on to the template. Result? A photo-realistic 3D model of your body, ready to go play with on screen.

This means you'll be able to dress up as a character, step into the booth and drop into the action. Say it was a cricket game, you could pad up, don the whites and appear batting for Australia. Or you could pull on a soccer jersey and play as Harry Kewell in FIFA. You could even chop off your arms and legs and take the place of Rayman. Umm, okay, maybe not. At the moment avatar files can only be used by PC users in certain games, such as Quake III and The Sims. But at the rate PC games are being converted to PS2, it's only a matter of time before we'll be downloading avatars to PS2 Memory Cards. You'd just have to access a site on the Net with your PlayStation2 and download



your incubated avatar before uploading it into a game. Given PlayStation2's network capabilities, it's entirely conceivable that you could end up being chased round Racoon City by zombies made up of avatars of your bestest friends. With those friends controlling

At the moment the UK's Millennium Dome booths are the only place you can create a new skin, but AvatarMe! is developing a portable booth that's capable of producing 30 avatars an hour. Ultimately they'll become the size of passport photo booths. In the not so distant future you'll be able to nip down to your local arcade with a PS2 PDA (Personal Digital Assistant), create an avatar of yourself, upload it to an arcade game, play and save your high score, then transfer the information, avatar and all, back to the PDA before going home to carry on playing on-line.

Next stop, the spooky miracles of the Star B Trek holosuite...

COMM.LINK ACTIVE

Thanks to text-to-speech conversion software, avatars are also set to open up a world of e-mails that can talk to you. You click on 'Open' and an avatar of your mate in New York pops up and begins to actually read the mail to you in real time. Plans are afoot to translate facial avatars on to WAP phones. You receive a text message, open up the Inbox and the face of the person sending the message appears on screen!









DOWN LOADING

Complete disc guide

SYDNEY 2000

Publisher: Eidos Style: Sports sim

Program: Uidan

With Euro 2000 just a distant but painful memory, sports fans everywhere are turning their attention to the Olympic Games. So now is your chance to win glory for your country with some armchair athletics. Prepare your thumbs for the inevitable pain that will follow the opening ceremony of the buttonbashing epic that is Sydney 2000. It's the only game of its kind to have been officially endorsed by the International Olympic Committee, bringing a light yet professional touch to all of the events. Check out



MILLE MIGLIA





Once widely recognised as one of motorsports' most prized trophies, nowadays Mille Miglia is something of a 1000-mile jaunt for classic car owners. It's not surprising that Sony has bought the licence and made it into a game, and if you think classic cars aren't going to be up to the standards that driving fans have come to expect, prepare to be surprised.

INFESTATION

Publisher: Ubi Soft Style: Shoot 'em up Program: Video

Infestation puts you in the shoes of a fearless intergalactic pilot. Earth is under alien attack, and your mission is to seek and destroy the bug-eyes at source. There are 22 missions in total, taking place in 24 different environments ranging from Desert Encampments to Ice Prisons. You've got a choice of 15 NASA-style weapons and six vehicle upgrades to play with. All this and five multiplayer modes, including Capture The Flag, Pod Racing, Arena and Vehicular Football.

How To Use Our Download Cheats

Stick a Memory Card in your PlayStation and pop in the demo. Select Download from the main menu using * and scroll through the saves using ↑ and ↓. Select the save you want by pressing * and it will be stored on your Memory Card. Now use these cheats on the full copies of your games.

ABE'S ODDYSEE

The end is in sight and so is the final level - this save means you can pass all the early stuff without noticing.

RESIDENT EVIL 3 NEMESIS

Apologies: although it says Resident Evil 2 on the disc, this save is actually for Resident Evil 3 Nemesis. It's complete with the Gatling gun and two costumes.

FINAL PANTASY VIII

Gets you straight to the final disc.

This save plonks you in the heart of the action just before you enter the crater on the final disc.

SPYRO 2: GATEWAY TO GLIMMER

If the little purple guy's giving you trauma, then worry no more. With this completed game save you can go anywhere and do anything you wish.

CASTLEVANIA

Ninety-eight per cent complete what more could you want?

take up the challenge

Consider yourself an accomplished player? PSM dares you to put your skills to the test. The following challenges have been set by the gaming Gods in the PSM team to test your mettle.

Spider-Man





Rauman 2



HIGH SCORE TABLE

you also need the concentration of a brain surgeon *PSIII*Wipsout 3 chellengs uncovered a group of top-class pilots

Dathan Utilitiems ISBI meaning to aim the other lies.

Speed Demons

1. Nathan Williams	(SA)	1:36.44
3. James Jowers	(NSW)	1:37.84
4. Brent M. Lawe	(QLD)	1:40.88
5. Jason J. Evans	(NSW)	1:53.24
6. Paul Larwood	(QLO)	
7. Lee Matheson	(NSW)	1:55.20
B. James R. Neitleford	(TAS)	1:56.20
9. Paul Simao	(NSW)	1:57.85
10. John Dorg	(NZ)	1:58.40

challenge of the month **TOCA World Touring Cars**

TOCA World Touring Cars is this month's challenge of the month. In 'free race' try end beet e time of 2:15.00 on the Hockenheim treck. You'll be behind the wheel of a majorly beefed-up Alfa Romeo 156 and be racing egainst 11 other cars. When it comes to the world of TOCA, precision driving is the key to success! Watch out for the walls end other cars, as too much damage will no doubt effect any chance of e podium finish..

Send us proof of your killer time by photographing the screen or sending a videotape. If your time is the best received by the end of the month, you'll be immortalised es e geming guru in the pages of December PSM and sent the game of your choice from this month's reviewed titles.



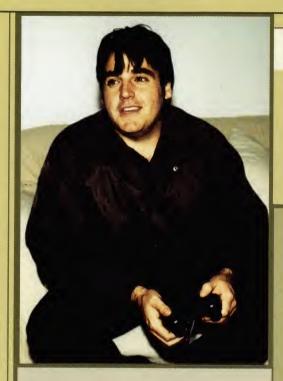
Hame:		
Age:		
State:	Phone:	
Race Time:		
Choice of Prize:		
Evidence:		

at the telly and snap away. The derker the room, the better

🖭 We only need you to record your score, so pop in a video (you'll need a spare channel on the video for your PleyStetion) and press Record.

re tot: Teke Up The Chellenge, Officiel PleyStetion Megezine, PO Box 4089, Sydney Send this coupon and proof of your score to: leke up the chemenge, unitary regional magazing. NSW 1028. Entries close October 24. Sorry, but we cennot return videos end photographs unless you include a self addressed envelope with the eppropriete postege peid.

amous astwords alexloud



espite leaving his native shores to conquer the world stage, Alex Lloyd remains one of Australia's favourite homegrown lads. The short version of Alex's rise to stardom tells of a bright-ayed youngster busking in Sudney's inner-west before graduating to the elite ranks. That's not a claim flung around loosely either, because Alex's singer/songwriting talents haven't gone unnoticed.

Over the past months, Alex has enjoyed huga success with his album Black The Sun and has decorated his musical mantle with a bost of accolados

Regular videogaming sessions for Alex and his band became an integral part of the recording process and tha PlayStation is a valuable pieca of luggage whanever the lads go on tour.

"Last year when I was making the record, I had the PlayStation, but I had to give it to this little kid that used to come around to the studio to get it away from me because it was so addictiva! This was during the whola tima. Like, every studio has a PlayStation, right? So while you've got someone else mixing or working on a track, you play games."

On tour, the band's console gets as much of a workout as the band's roadies. In between games, the grey box doubles as a CD player in Alex's hotal room.

Alex noted Tony Hawk's Skateboarding as one of their favourites and at the time of the interview was pre-occupied with landing big on PSM's Tony Hawk's Pro Skater 2 demo.

"We hired a couple of games on tour, too. Ace Combat 2 was all right. I like jet fighter games. I loved Shane Warne's

Apart from his fine collection of guitars, Alex Lloyd is also fond of his PlayStation. PSM caught up with the soulful musician to talk about cricket, touring and his favourite games.

Cricket. I just love cricket. Last season I even had the cricket on, and in the ads I'd play Warney's Cricket and try and copy what was happening on telly!

"Mike my bass player gets all of the latest games. He's a freak and is really good at it. We go over to his place and play a fair bit. We hate when you bomb out really early and you don't think you got a good enough go!"

It seems the Lloyd household was pretty adept at gaming early on with different machines. Alex even boasted of his glory days of finishing the original Lara Croft advantures.

On the musical front, Alex now gets to tour around the world. This is a far cry from his days playing some of Sydney's smaller haunts. On his My Way Home tour, Alex reckons he's keen to play Resident Evil 3 Nemesis, Tonu Hawk's Pro Skater 2 and Tomb Raider: The Last Revelation. " hope we can finish 'em by the end of the tour," he confided.

Now, that's easily solved.... Just play less music and way more PlayStation! Easy, right?

Actually on second thought, we take that back. Heep on playing and rocking on... All your fans would be at a total loss if you didn't!



"It's a good way to lose yourself for a little while and think about other stuff..."





IN THE MORNING"-SARGE



PLASTIC MEN."

www.playstation.com.au

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THOSE WERE THE DAYS.



LAST THURSDAY AND AND FRIDAY.

Real friends. Real bourbon. Since 1795.







OTIENT EXPLESS IN Latest NEWS FOO

atest news from the streets of Tokyo...

Hai, Robot! Super Robot Crushes Tokyo







ou're not likely to have heard of this game outside of these pages, and it's unlikely to receive much attention beyond hardcore Web sites. Nevertheless, on its release, Banpresto's Super Robot Taisen Alpha immediately topped the Japanese charts with massive sales of 390,433 units. Take a look at the screenshots above and you might begin to wonder if so many people could be wrong, after all.

The Super Robot Wars series is almost 10 years old, having debuted on the Gameboy in 1991. Since then, it's appeared on almost every console in the Japanese market. In all honesty, though, the turn-based strategy gameplay has hardly changed since its last instalment on the Super Famicom (SNES) in the mid '90s. You start with an isometric battlefield, deploy your skyscraping mechanoids, then engage in primitive side-on battles where the Richter-scale shockwaves and cruiser-crushing energy beams somehow manage to out-dragon Dragon Ball Z. Alpha contains a few neat tricks, such as the Transformer-style merging and splitting of units, but even the PlayStation's special

FX can't hide a system that has begun to revel in its retro status.

How do you make sense of a phenomenon like this? To understand the appeal, you've really got to appreciate the characters. For a start, the game is license-heavy. You'll find monsters, mobile suits and robots from practically every major mecha anime, including Gundam, Evangelion, Gunbuster, Giant Robo, Mazinger, and even (this year) Macross, And, for the added twist, the mechs are really cute. They're frequently rendered in SD (super-deformed) style, a geek-chic that perfectly accommodates the key ring fobs accompanying the collector's Special Edition limited release.

Shortly after the game's success had been quantified, Banpresto announced it was already preparing a sequel - working title: Super Robot Taisen Alpha 2- that would be released towards the end of the year. If you want to understand the difference between Japanese and local gamers, ask yourself this question: How many titles here can you name that would keep selling on the basis of fan loyalty alone?

Blade Arts

Developer: Enix Jepanese release: Spring 2000



Full 3D movement might be desirable. but it isn't always easy to control. Many 3D fighting games still rely on old-fashioned 2D gamepley, albeit enhanced with the superficial depth of polygonal graphics. The novelty of Blade Arts is that it boests a handy enemy targeting system that enables you to fix on to your opponent by activating a lock-on. Hold a button and you can circle them and move in and out, without the usual problem of trying to face in the right direction. Ralease the button and you have complete freedom of 3D movement again.

Top Gear Dare Devil

Jepenese releese: Spring 2000



This latest episode in the Top Gear series may help raise Hemco's profile. Using the Metropolis Racer vibe we're beginning to see imitated in other games, the citu-bound circuits offer a chance for some high-speed rubbernecking in New York, London, San Francisco end Tokuo. There's a meen sprinkling of comedy, with its reelism-to-fantasy ratio oitched somewhere between Driver and Сгаzu Тані. And with such overt references to The Italian Job being made by these early screenshots, it would be tregic if you didn't get the opportunity to pile through e gallery.

Developer: Affect lanenese release: Out now



Though it claims to be based on the classic tala Alice In Wonderland, PSM cen't remember any chepter in which an avil sorcerer steals colour, sound and time from the various realms of Lewis Carroll's logic-spurning fantesu world. In Alice In Wooderland Another World, you must guide Alice on her quest to find the items she needs to restore Wonderland to its former. chaotic salf. Many familiar faces make an appearance, with the cuter ones eccompanying Alice, Expect a Disneyesque toning-down of Wonderland's more sinister side.

Alice In Wonderland Another World

Denoeki Charts*

Top 5 - Reeders' Favourites

1 Vagrant Story	(Square)
2 Super Robot Taisen Alpha	(Banpresto)
3 F1 2000	(EA/Square)
4 Breath Of Fire IV	(Capcom)
5 Kessen [PS2]	(Koei)

Top 5 - Salas

1 Dance Dance Revolution Thir	t Mix (Konami)
2 Super Robot Taisen Alpha	(Banpresto)
3 FIFA WSC [PS2]	(EA/Square)
4 F1 2000	(EA/Square)
5 Breath Of Fire IV	(Capcom)

Too 5 - Eagerly Awaited

1 Final Fantasy IX	(Square
2 Dragon Quest VII	(Enix
3 Final Fantasy X [PS2]	(Square
4 Metal Gear Solid 2 [PS2]	(Konami
5 Tales Of Eternia	(Namco

*Charts supplied by *Dangeki PlayStation*, Japan's top-selling PlayStation magazine

Otaku Youth



So you've bought Metal Gear Solid and you're looking forward to the sequel. You've played PaRappa and the latest Resi, and you're interested to see if are all Japanese games, remember, and the West seems increasingly interested in acquiring what we've got. But for some reason the rule doesn't hold true when reversed.

Some of your chart-toppers were never even released here, and you may be surprised to learn that we only saw Driver and Wipeout 2097 this spring - neither of which did particularly well, relatively speaking. Interestingly, WWF SmackDown is just about to be released here as Exciting Pro Wrestling. A few localisation changes may be enough to get it selling, as the appeal of wrestling is unusually suited to Japanese interests.

Many companies here are announcing unexpected profits. and it's all down to the success of their games in Western countries. As long as you're buying, expect to see more diverse Japanese genres. *Bịshi Bashi*? You'll be breeding virtual racehorses, next.





On MORNING radio Matt heard there was 9 inches of fresh powder on the slopes. "Wicked!" he thought. "This calls for EXTRA crunch", so he heaped on 9 spoonfuls of MILO.

you've gotta be Made Of MILO

PLEASE SEND US NICE THINGS TO FILL THE EMPTY MEANINGLESS VOIDS THAT WE CONSIDER BEING DUR LIVES!

The freebie bonanza continues apace. Oxford Shop phoned us out of the blue and sent \$100 vouchers so that the boys can smarten themselves up. We're off to the Mall at the weekend and will keep you posted on our purchases - Rob has got his eye on a trendy jacket he's seen. Thanks to Kirsten Burgoyne at Oxford Shop for your generosity and for spotting we've got pretty ordinary clothes at the moment.

Thanks also to

So... for sending us their latest fragrances. Not only will we look

better, but also smell better too.

Jim Beem have also warmed our cockles by sending a couple of bottles of grog. Good on you, Jim. We'd like to point out that if you're under 18 then drinking alcohol isn't big and it isn't clever. But if you are over 18 we'd highly recommend getting ripped on JB.

This month we'd like some summer stuff as daylight saving kicks in and we

try to get ourselves some sun. So, if you or someone you know has a

marketing job with a big retail company, then point them in the direction of this column. We can't survive in a materialistic culture on our

Send all summer goodies to: Wanted, Official PlayStation Magazine, 54 Park Street, Sydney NSW 1028. This month we'd like...

TOP TEN MOST WANTED

- L Any sun protection creams 2. Brightly coloured plastic sun loungers and huge beach towels 8. Surf shorts and T-shirts
- 4. Trendy pairs of sunnies
- 5. Boogie boards 6. Mambo or Swatch watches
- 7. Baseball caps
- 8. Decent sneakers 8. Barbecue
- furniture III. A Toyota Rav 4



Titantic PlayStation Title











o what does the AE – in Titan AE – stand for? Alien Exorcism? Alternative Environments? After Earth, apparently, because our l'il home has been wrecked by a race of aliens known as the Drej. That leaves humanity wandering the galaxy like a bunch of cosmic Big Issue sellers, bothering wellheeled extra-terrestrials for spare change.

The game is obviously inspired by 20th Century Fox's animated sci-fi film of the same name. We spoke to Philip Oliver, managing director of developer Blitz Games. "The storyline of the film translates remarkably well into a game. The plot [of the film] sees the hero at the helm of a variety of ships, visiting many exciting environments. To capture this, we have created two distinct game styles. The first is a third-person action-adventure featuring puzzles and exploration and a wealth of armed and unarmed combat. These sections are linked by a 3D shoot 'em up, putting the player in control of a variety of spacecraft."

Games that go for the split-personality option often end up falling between stools, but sci-fi lives or dies by the sauciness of its hardware. Over to Oliver: 'There are weapons littered throughout the game, including wrenches, mines, hand blasters, tasers and alien energy weapons. On one level you can even use the jawbone of a dead alien to eviscerate your enemies."

The ships include nippy fighters, giant battle cruisers or even "an alien being rather than a spacecraft", confides Oliver. This left-field approach to standard flying/shooting themes carries over into the missions, "How well the player completes the previous third-person section will have a direct effect on the subsequent handling of the ship. One level sees the player controlling a damaged craft as it enters a planet's atmosphere, with increasingly erratic handling."

Let's just hope Blitz can get the game out within living memory of the film. That really would be out of this world...

A mixture of third-person shooting, action-adventure and puzzles, let's hope Titan AE is as good as the sum of its parts.

Italian Stallions

ACCLAIM ANNOUNCES DUCATI MOTORCYCLE RACER

Attack mode, which ATD reckons will run at a minimum speed of 25-30 frames per second. The game is due to appear on shelves in November.



Get a great big throbber between your legs and burn, baby, burn.

Gore Blimey! It's Evil Dead

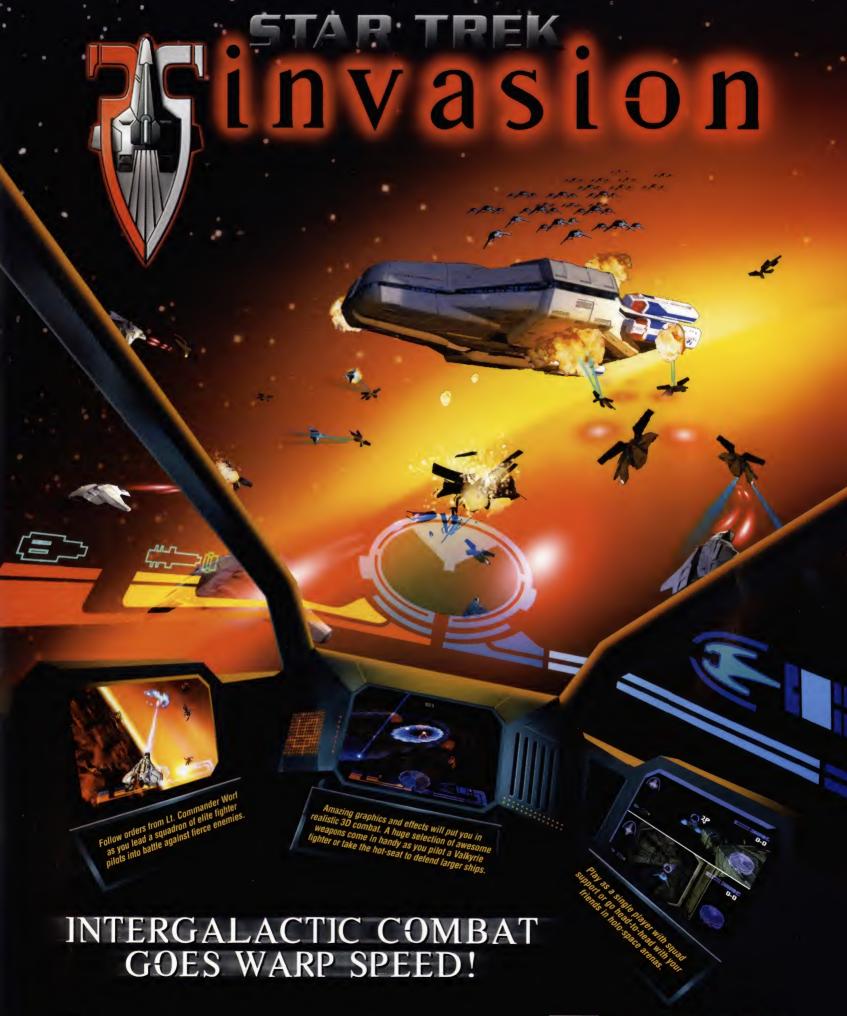
BRING OUT YA DEAD WITH HAIL TO THE KING





is providing voice-overs for much of the game. And his one-liners are anything like they were in the films, then *Duke Nukem* better start brushing up

Ash's backrubs are a hit with the ladies..



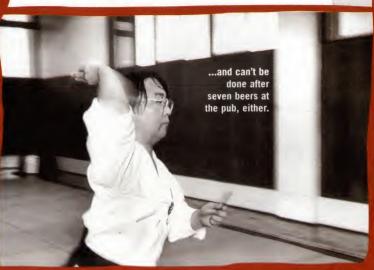






ACTIVISION.





PSM Vs The Shuriken Masters

In a small dojo on the edge of Tokyo, PSM stops playing $Tenchu\ 2$ to learn about one of Japan's oldest and most secret martial arts, Shuriken-Jutsu.

Words: Catherine Channon Pictures: Jude Edginton

hen it comes to martial arts, timing is everything. And standing at the gates to the Meifu-Shrinkage School Of Shuriken it would seem PSM's timing is spot on. Normally we would never be allowed to enter this unprepossessing dojo on the outskirts of Tokyo. But it is the eve of the anniversary of the death of the grand master - Dr Chikatoshi Someya. PSM's appearance is seen as a sign from the good doctor.

The school is a closed community of men, highly trained in the art of Shuriken-Jutsu (throwing weapons). There are thought to be just 15 Shuriken-Jutsu masters in the whole of Japan. "Some martial arts are just too dangerous to be passed on to large numbers of people," says Someya's successor, Master Otsuka. "Those that are lethal in nature are not well known, even in this country," he continues. It was this very reason that led both PSM and Acquire, developer of the ninja stealth game Tenchu 2, to the school.

Master Otsuka, a 42-year-old PC programmer by day, stands before a piece of wood and bows. "In martial arts, targets are not just things. They are our sensei, our tutor and a symbol of objectivity that we are trying to overcome." In his hand is a six-inch pencil-shaped piece of galvanised steel - a Shuriken. It looks like something you could knock up in a metalwork class - which is exactly what some people did. It was the handy work

of numerous school kids, combined with an ability to throw straight, that led the UK to ban Shuriken (which is why you won't find them in the PAL version of Tenchu 2).

Otsuka stands back and raises his flat palm to the height of his ear, looks along the length of his elbow and sharply brings it back down to his side. As he does so there is a large thud, followed by the sound of splitting wood. Without our even noticing, Otsuka has propelled a Shuriken into a two-inch thick piece of wood, leaving it stuck in the large split it has created. In one swift move, the silent and lethal nature of these weapons has been demonstrated.

It has taken 30 years of practice and perseverance for Otsuka to master this skill. And he is considered to be one of the lucky ones for whom Shuriken-Jutsu is a natural talent. Otsuka continues to pound the board with spike after spike.

'You can spend three years throwing things at a rush mat and nothing will happen," sighs one of his pupils, Kanzen Okuyama. "Training is often without enjoyment." As he continues, it's easy to get the impression that this art is something of a burden. The significance of their calling is driven home - they alone bear the responsibility for the survival of one of Japan's oldest martial arts. Unlike so many other martial arts (partially due to its unrewarding nature), it is not a sport which is likely to see any kind of revival, even in its home country. "Practising these skills is not easily understood and accepted by







"The second round is proof that a misspent youth playing darts at the pub has not be entirely wasted"

people in general," Kanzen explains. We ask him what his friends and colleagues think about his choice of after-hours activity. "They don't know, it is something that is not talked about." This is a closed community; the pupils rarely speak to each other during their time at the dojo, let alone outside its confines.

The Meifo-Shuriken's philosophy is a spiritual one, and as such it is not seen as something to be boasted or bragged about. "Through practising Shuriken, we should try to understand what is truly precious and truthful in life," Otsuka says. All this puts our own *Tenchu*-based ninja skills into perspective. No matter how much you get into the idea of crawling around a compound on your belly and avoiding the guards, it may seem like a life or death situation, but it's rarely an attempt to understand what is precious and truthful in life.

The silent nature of Shuriken made them the weapons of choice among many ninjas. However, Otsuka is quick to dispel the romantic western delusion that ninjas were gentleman thieves – the raffles of the Shogun period. They were, in fact, a law unto themselves, never accepted by the government or acknowledged by the military. In many ways they were the A-Team of their time – a band of misfits and outlaws.

All this talk of ninjas and close observation of Otsuka's method leads *PSM* to believe that it's time to take on the masters and see if they can't be beaten at their own game. So *PSM* strides up to the wooden board and bows. But before there's the chance to get one in, the wooden block is replaced by a rush mat. The first five miss, and it's instantly apparent just how difficult this is. However, the second round is much better and proof that a misspent youth playing darts down at the local pub has not been entirely wasted. As a Shuriken dangles from the mat, the crowd cheers, and *PSM* decides to get one in under arm. Otsuka explains just how hard this is, but no sooner have the words left the mouth of the interpreter than there's one stuck squarely in the board. Back at the hotel there's time for a spot of *Tenchu* and an undefeated *PSM* can't help but think of the words of the noble Otsuka-san, "There are those who are born with talent..."

Master Otsuka: he may look like a computer programmer, but this man is one of Japan's foremost practitioners of Shuriken-Jutsu. He's also a computer programmer.

"You can spend years throwing things at a rush mat and nothing will happen"



PLANET **PLAYSTATION**



The Bone Collector

One of the really great things about DVD movies is that they bring the true cinema experience into your own home. Think about it, just earlier this year The Bone Collector was one of the biggest blockbusters gracing the silver screen and already, thanks to Columbia Tri-Star, you can sit on your own couch and watch one of the strongest thrillers to be released this year. We have five copies of The Bone Collector up for grabs, and winners will also receive a copy of the Jeffrey Deaver novel that the film is based on and a Bone Collector long-sleeve T-shirt. To be in the running, tell us who the pouty actress that stars in The Bone Collector is, and what videogame heroine she is set to play. Entries should be marked "Bone-afide" and



Reviewing games, listening to music and watching movies is a tough job, you know... Wha'?! You don't believe a word of that?! Okay then, we admit that'd have to be the furthest possible thing from the truth. In fact, it's even better when we can kick back with some delicious munchies. Twix have long been the favourite chockie bar of PSM Towers inhabitants to munch on. Whether we're playing GT, Tomb Raider or ISS Pro, or kicking back to

catch a DVD - even putting together the best games mag in the country - you'd be hard pressed not to find

a Twix bar in our mitts.



Home entertainment is moving fast and it's only going to get a whole lot better - especially with a prize like this! The folk behind this awesome chocolate bar have been gracious enough to give PSM two super styling Philips DVD players and a couple of boxes of Twix bars! Just imagine you and your friends tuning out in your lounge room to a massive DVD movie session and a boxful of munchies! A party's not really a party without chocolate, is it?

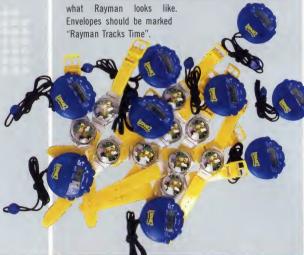
Two lucky readers will each pick up one of these slick DVD players and a box of Twix.

> To be in the running, all you need to do is put a Twix wrapper in an envelope marked "Tune Out With Twix" and tell us who you'd most like to share a Twix with and why. Total

prize value is \$1745.00. Entries should be sent to the usual address.

Watch Out!

Everyone knows that time is money, right? Ubi Soft has unloaded a bunch of wicked Rayman 2 digital stopwatches and wristwatches on PSM! They're just the thing to make sure that you don't lose track of time when playing this fantastic platformer, and the stopwatches are great for competition challenges! Nine lucky winners will each receive a wristwatch and a stopwatch, and another 11 runners-up will receive a wristwatch. You want one? Then describe in 10 words or less what Rayman looks like.



Free John Cord



In Cold Blood is arguably the most cinematic game that has ever been released. It's an involved and often harrowing journey to free one John Cord. Little else can be revealed, but you'll be quickly intrigued once you start playing this superb adventure...

The man behind this game is none other than Charles Cecil, an early pioneer of the videogaming industry. PSM met with Charles earlier this year and got the man to sign five poster-size PSM covers featuring In Cold Blood. To win one of these rare posters and a copy of the game, all you need to do is send in an entry marked "Cooler Than Cold" and tell us which issue of PSM In Cold Blood was reviewed.

COMPETITION WINNERS

Steeling Beauty PlayStation2 book: Shane

Hazzard County Dukes of Hazzard Giveaway: Sean Andrew (NSW)

Columbia DVD giveaway winner: Natalia (VIC), Jeanne Stein (NSW), Bruce Palmer (NZ), Logan Prince (NZ) and Nathan Freda (NT).

WWF SmackDown games: Krishna Hira (NZ), Matthew Hampton (ACT) and Leon Van Duuren

Official PlayStation Big Hits Rayman giveaway winner: Matthew Freeck (QLD) Runners up: Chris Tuema (NSW), Patrick Yazbeck (NSW), Manuel Martin (NSW), Daniel Postuma (NSW), Chris Konya (NSW), Jacob Cox (VIC), Shirley Wood (WA), Jonathon Hawkins (QLD) Tom Forrest)NSW), Kate Foley (NSW), Eric Cook (NSW), Julius Breen (QLD), Rhys McKeown (VIC), Neil Wickman (NSW), Zachary

PHOTOGRAPHY SARAH CALLISTER

HOW TO ENTER

Send all entries to Official PlayStation Magazine, PO Box 4089, Sydney NSW 1028. Please write all answers on the back of an envelope along with your name, address and phone number. Entries for all competitions close October 24, 2000 and winners will be published in the December 2000 issue of PSM. Good luck!





[PLANET **PLAYSTATION**]

ack out the jumbo				e-eyed	DIE HARD TRILOGY ISSION: IMPOSSIBLE TOY STORY 2	
son Hill in his s	search for the be	est movie license	d game ever.		(Coll	
	POTENTIAL .	PLOT AUTHENTICITY	GLOSS	EKCITEMENT	ADDICTIVENESS	OVERALL
R WARS EPISODE ONE: THE PHANTOM MENACE	It's <i>Star War</i> s. 'Nuff said. Pity about that Jar Jar banana, though.	It isn't based on the movie, it is the move, it is the movie. Every one of the 12 levels re-enacts a scene from the film.	The Star Wars universe brought to life with amazing accuracy. Feel the Force.	The feeling of being able to actually be a part of the movie is unparalleled, although some levels work better than others.	Even if you've seen the movie countless times, you want to finish to fight Darth Maul and see the ending.	
ALIEN TRILOGY	Massive scary	The game merged	Dated graphics, but	The motion sensor	Loads of very tough,	PlayStation
Assign	xenomorphs, face huggers, acid blood, exploding tummies. It doesn't get much bigger or badder.	the three films into one, using the suspenseful films as a backdrop rather than following them scene by scene.	the aliens are well done and the sound is superbly atmospheric. Be afraid.	which tells you something bad is about to happen heightens the tension brilliantly, and the shoot 'em up action is superb fun. Smack that	atmospheric missions but it can become a little repetitive.	40 -
DIE HARD TRILOGY	Three fine action	Three different games	Doesn't have the	bitch up. Plenty of shoot 'em	There are three	
PlayStation.	films, Bruce Willis, guns, guns and more guns. Plenty of potential here, folks.	based on the best bits from the three flicks: action-packed gunfoolery through the Nakatomi building, a Time Crisis-style shoot 'em up, and a car-based race against the clock.	big budget of the Die Hard films and looks rugged around the edges.	up action and screaming around New York in a taxi trying to beat a ticking bomb is exciting stuff.	games in one, so if you get tired of one you can move onto another. And unlike the movies, the three are very different.	37
MISSION: IMPOSSIBLE	Mission extremely possible. Exotic	Uses scenes from the film as	Detailed environments to	Where the game starts to disappoint.	Won't keep your interest for too long	
MISSION MPSSIBLE	locations, loads of cool weapons and gadgets, secret missions, that amazing dangling scene, plus Mr Kidman	inspiration rather than directly following the script. This script will self- destruct in five seconds	sneak around, cool weather effects and great character animation.	You don't have the freedom to use those cool gadgets like you should, and the puzzles frustrate.	because of the dodgy combat and often illogical puzzles. A wasted opportunity.	36 2
OMORROW DEVER DIES			Pleasing indoor and		Short lifespan and	
PlayStation	and bad, sexist jokes. Gaming heaven.	reasonably closely, right from the classic Bond movie opening credits. Movie clips flesh out the story between levels.	outdoor levels, but shocking frame rate and jerky animation leave you shaken, not stirred.	cool toys to play with, but slowdown makes the game terribly frustrating.	simple puzzles mean you won't even be coming back for Pussy Galore.	34
TOY STORY 2	Once again it's a	Collecting items,	The graphics shine	The game's clever	Great entertainment,	
PlayStation	Disney cartoon, so once again you'd expect a platformer. At least the characters are fun.	solving puzzles, defeating bosses and getting to the next level doesn't have much to do with the film's plot. The movie segments	like freshly moulded plastic, with the toy boys especially dazzling.	but not original. There's plenty in each level to do and lots of variety, but this is platforming by numbers that fails to truly excite.	but it won't last until <i>Toy Story 3.</i>	Kkl
A BUG'S LIPE	Since the dawn of	are more used as rewards.	Typical of those	The snail-like pace	There are 15 levels	
PlayStation	since the dawn of time it has been written; "when in doubt, make it a platformer"	must try and get those greedy grasshoppers to bug off. In the game you do it by endlessly exploring 3D levels and collecting pick- ups rather than	shiny happy people at Disney. Well- detailed gardens and lovely characters.	will put most players over 10 years old straight to noddy land. There are many better platformers on PlayStation.	of puzzle solving, collect 'em up insect fun, but not much variety or interest to keep you coming back. Reach for the insecticide	
		using Mortein.		2		













WARHAMMER PRIZE PACKS!

In a galaxy riven by endless battles, take command of the elite Space Marines or the alien Dark Eldar in a bitter struggle for victory against your friends in tabletop battles. This is war!

Thanks to Games Workshop, we have 26 Warhammer prize packs valued at over \$170 featuring a great Warhammer 40,000 game with everything you need to start playing, including a comprehensive rulebook, combat missions, Citadel miniatures and tabletop terrain (including jungle, ruined buildings and barricades); and a Warhammer 40,000 Paint Set containing five plastic Space Marine miniatures, nine paints, one paint brush and paint guides.

To be in the running to win one a Warhammer prize pack, tell us in 25 words or less why you would make a good army general, and send it to Warhammer, Official PlayStation Magazine, GPO Box 4089,

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- Instructions of Entry
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 Competition opens September 20, 2000 and closes last mail October 24, 2000. Enter by sending answers on the back of a postcard or sealed envelope. The competition will be judged at 54 Park Street, Sydney, NSW, Australia, on October 25, 2000 by a representative of Official PlayStation Magazine at 11am. All entries are to be sent to Warhammer, Official PlayStation lagazine, GPO Box 4089, Sydney NSW 1028, Australia.
- Magazine, GPO Box A089, Sydney NSW 1028, AUStralia.

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- Winners will receive one one Warhammer 40,000 Box Game and one Warhammer 40,000 Paint Set. Prize winners will be notified by telephone or security post and published in the December issue o

Wizball – Commodore 64: From another C64 legend,

Martin Galway.
Command and Conquer:
Red Alert – PC: Music so

good that Westwood released a

Jun Jammer Lammy –
PlayStation: Not quite as memorable as PaRappa, but still bizarre and catchy.

Jinterstate 76 – PC:
Righteously funky, groovy and far-out tunes to listen to while driving your

listen to while driving your

Lemmings – Amiga: Chirpy songs that suited the mad puzzle action to a tee.

guitar-based rock to frag by, courtesy of Trent Reznor.

Speedball 2 – Amiga: An undisputed classic and

Quake II – PC: Brilliant

one of everyone's favourite

in the skulls of millions.

Mario 64 – N64:

the lack of CD sound with

Gran Turismo 2 – PlayStation: Good

selection of rock tracks music to skid to.

**Drum Mania - PS2:

More clichéd

Japanese rock and pop

treats that get inside

your head forever,
Wu-Tang: Taste
The Pain —

PlayStation: The Clan laid tracks especially

Spy Vs Spy – Commodore 64: A perfect spellbinding tune to chuckle to.

for their own game.

perfectly bright and

bubbly tunes

Galaga - Arcade: That

opening tune is inbedded

Nintendo made up for

soundtrack CD.

'70s gas-guzzler.

Amiga tunes.



brilliantly, Who bould "Another Visitor, a tay stay literevery!!" hosts IN pobling - ommodore 64: Amazing music set new standards ing great atmosphere. Sampedin IIIe 12 Super Mi 2 Shigeru The music matches the frantic intensity of Eris railroad arcader very aprily. Transformed the videogames business with its cutting edge techno soundtrast. cutting edge techno soundtrack. Wipeout 2097 PlayStation: Upped the Donkey Kong Country – Super Nintendo: Joyously

cheerful tunes.

27 Commando – Commodore
Composer Rob
Hubbard became a hero in the ante further by offering tracks by The Chemical Brothers, Orbital, Leftfield and Prodigy. Wipeout 3 – PlayStation:
Mixed by Sasha, continued the series' fine tradition. pages of Zzap 64 thanks to this.

Sanxion – Commodore 64:
Another Hubbard classic 17 Legend Of Zelda: Ocarina Of Time – N64: Brilliantly used music making via the that topped the Zzap music charts for months.

Ocarina as a gameplay medium.

Pac-Man – Arcade: Just sirens, whacka-whacka and that awesome deflating Pac-

death sound effect. Perfection.

Thrasher: Skate And

Destroy — PlayStation: Awesome collection from the likes of Run DMC, Public Enemy and Grandmaster Flash,

Castlevania: Symphony Of The Night – PlayStation: Each area of the castle has its own musical motif, matching the mood exceptionally well.

Sonic The Hedgehog → Mega Drive: Jingles that match the pace of each level wonderfully. 12 Final Fantasy VIII – PlayStation: Set new

standards for quality with its epic and inspiring music

Streets Of Rage – Mega Drive: Awesome techno soundtrack that heightened interest in game music as art.

Metal Gear Solid —
PlayStation: Marvellous

PlayStation: Marvellous sound effects and atmospheric music heighten the senses.

Bust A Groove –
PlayStation: Perfect tunes
to get down and boogie.

TIE Fighter – PC: Wonderful Star Wars soundtrack that changes intensity according to

how the battles progress.

7 FIFA: Road To World Cup 98

- PlayStation: Brilliant use of Blur's *Song 2* ("woo-hoo") to build the excitement.

Bust A Move 2 –
PlayStation: Japanese madness and horribly infectious.

Dig Dug – Arcade: Namco
genius at it again.
Music 2000 – PlayStation:
The samples on offer are of incredibly high quality.

Impossible Mission – Commodore 64: Used

Just like movies, there are some truly memorable music scores in games. Jason Hill cranks up the volume knob of his surround sound speakers in honour of the best 100 game soundtracks ever.

Gradius - NES: Triumphant and frantic, egging you to play just one more time.

Tony Hawk's Skateboarding PlayStation: The tracks capture

the skating culture perfectly.

Frogger – Arcade: No true
arcade fan could fail to arcade fan could fail to hum the opening bars

Driver – PlayStation: Badass tunes to encourage

breaking the law.

Kung Fu - NES: Simple oriental nirvana. Superfrog – Amiga:
Delightfully twee and addictive, complete with frog

croaking effects.

Pitfall – Atari 2600:
Simple, heroic stuff.

Castlevania – NES: The music helped make it a

gaming legend. Galaxian – Arcade: Trie interludes between levels Galaxian - Arcade: The are brilliant.

The Chaos Engine – Amiga: Bangin' dance tune easily one of the best on the Amiga.

Final Fantasy Tactics –

PlayStation: Sadly never

released in this country, but a superb orchestral soundtrack.

58 Doom – PC: Frantic and addictive music,

54 Cannon Fodder – Amiga: Just so catchy, the music was an instant classic back in 1992.

F-Zero – Super Nintendo:

F-Zero – Super Williams Music that inspired you to go even faster.

Cosmic Avenger – ColecoVision: Simple yet inspiring stuff.

Rock 'N Roll Racing – Super Nintendo: Madcap racing to tunes like Bad To The

Bone and Highway Star. Yes!
Tetris – Gameboy: Russian
madness that drives you

happily insane, like the game.

Alex Kidd – Master
System: Rollicking fun.
Banjo-Kazooie – N64: Funloving tunes and effects.
Final Fantasy VII –
PlayStation: Another

Square aural masterpiece.

Spy Hunter - Arcade:
Brilliant use of the Peter Gunn theme.

Thing On A Spring –
Commodore 64: Infectious

Donkey Kong Land – Gameboy: Perfectly reprised many of the great

Donkey Kong Country tracks.

Ms Pac-Man – Arcade: The musical interludes are unforgettable.

Pilotwings – Super Nintendo: Elevator music, but somehow perfect.

Pengo – Arcade: Classy,
just like the game.

Vib Ribbon – PlayStation: More delightfully bizarre Japanese tunes, and you can pop in any CD you like.

Gauntlet – Arcade: For the wonderful speech alone. "Valkyrie needs food, badly!"

Ghostbusters – Commodore 64: Used the

title track to excellent effect.

Street Fighter II –
Arcade: Every character has their own smart tune. 72 Full Throttle – PC: A pounding rock 'n' roll soundtrack was perfect for

this adventure.

NBA Jam – Arcade:
For the speech alone. "Boomshakalaka!"

74 Sam And Max Hit The Road – PC: The "talkie" CD version was hysterical, due in no small part to the delivery of the voices behind Sam and Max.

Daytona USA – Arcade:
You'd be humming the music for days after playing.

Oddworld: Abe's Oddysee –
PlayStation: For the farting

alone.

7 Spice World – PlayStation:
Spice world – PlayStation:
Spice up your life.
Vigilante 8 – PlayStation:
Car combat with a far-out

disco soundtrack

Crazy Taxi - Dreamcast:
Great use of Offspring tunes to make the action even more manic.

Stepping Selection
Britney and the Backstreet Stepping Selection - PS2:

Boys boogie. Overdrive – Amiga: Cheesy synth muzak that gets in

your head and never lets go. Jet Set Radio – Dreamcast: Professor K the dreadlocked DJ keeps it ice-cool.

Beatmania – PlayStation: Get seriously down with

this DJ sim.

Samba De Amigo –

Dreamcast: Comes with a maraca controller, and features hilarious bottom wiggling tunes like Tequila.

Guitar Freaks –
PlayStation: More Konami brilliance, and with that unmistakable Japanese cheesiness.

7Star Wars Episode One: The Phantom Menace – PlayStation: The full John Williams score and authentic

effects from the movie.

Addams Family – Mega
Drive: Sweet version of
the finger-clicking theme tune. Cool Boarders 2 – PlayStation: Hip-hop to

be-bop down the slopes.

Frankie Goes To
Hollywood – Commodore 64: The first ever band-game tie

Prince Interactive - PC: Not Lovesymbol himself, but it did feature over 100 songs from the purple one.

120 – PlayStation: Crap game, but wicked soundtrack by LA-based chemical beats duo The Crystal Method.

Fluid – PlayStation:
Relaxing post-club fare.
Ridge Racer Type 4 –
PlayStation: Just for the glorious Pac-Man tune.
The Nomad Soul – PC:
David Bowie had his hand

on this project from the beginning and supplied the

entire soundtrack.

Silent Hill – PlayStation:
Incredible atmosphere provided by the sound effects and other audio devices.

Ecco: Defender Of The Future – Dreamcast: An inspired and sensitive musical

Alien Trilogy – PlayStation: Just for the blip of the radar. Terrifying stuff.

Kung-Fu Master – Atari
2600: Repetitive, yet madly enjoyable. Like the game.

Space Invaders —
Arcade: Relentless

minimalist perfection.



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OCTOBER '99 - #27

Disc contents - Wipeout 3, Point Blank 2, Lego Recers, Um Jammer Lammy, No Feer Downhill Mountain Biking, Final Fantasy VIII video. This Is Soccer video, 40 Winks video. Mission: Impossible video, LMR Manager video, Formula 1 '99 video.



MARCH '00 - #32

Disc contents - Music 2000, Action Man: Mission Htreme, F1 '99, Rca Combat 3: Electrosphere, Eagle One: Harrier Rttack, Colony Wars: Rad Sun video, Team Buddies uiden, Gran Turismo 2 video, Micro Maniacs uiden 407 utilitu



NOVEMBER '99 - #28

Disc contents - Dino Crisis, Quaka II, This Is Football, Metal Gear Solid: Special Missions, Tarzan, Legacy Of Hain: Soul Reaver, 40 Winks, Crash Team Racing video, Rfrika Shox video, Plus bonus Final Fantasy VIII demo disc!



APRIL '00 - #33

Disc contents - Rollcage Stage II, Le Mans 24 Hours, Colony Wars: Red Sun, Space Debris, Demolition Racar video, MadiEvil 2 uiden Cool Roarders 4 uiden Ghoul Panic viden. Grandia viden, dountnad cheats.



DECEMBER '99 - #29

Disc contents - Tomb Raidar: TLR, Spyro 2: Gataway To Glimmer, Destrega, Millennium Soldier, Killer Loop, Fighting Force 2, Mission: Impossible, Hingsley's Roventure, Championship Motocross, Gran Turismo 2 video, Jimmy White's Cueball video.



MAY '00 - #34

Disc contents - Micro Maniacs, Demolition Racer, Player Manager 2000, Pro Pinball: Fantastic Journey, Ranagade Racers, Syphon Filter 2 video, Radikal Bikers video, WWF SmackDown video, Colony Wars: Red Sun uiden N-Gen Racion viden dounload cheats



JANUARY '00 - #30

Disc contents - Gran Turismo 2, FIFR 2000, Crash Team Racing, NBR 2000, Rainbow Six, Jada Cocoon, Pong, This Is Soccer, Rtariland Compilation video.



FEBRUARY '00 - #31

Disc contents - Toy Story 2, MTV Sports: Snowboarding, V-Rally 2, Sled Storm, Centipede, Pec-Man World, Worms Armageddon, NHL Championship 2000, Gran Turismo 2 video, Spaca Dabris video, Ace Combat 3 video, download cheats.



JULY '00 - #36

Disc contents - Tony Hawk's Pro Skater 2, Euro 2000, Muppet RacaMania, World Championship Snooker, Star Ikiom, In Cold Blood video, Hogs Of War video, Star Ocean video, Silent Bomber video, Vampira Hunter



JUNE '00 - #35

Disc contents - MediEvil 2, Urban Chaos, Everybody's Golf 2, WWF SmackDown, UEFR Champions League: Season 99/00, Colin McRae Rally 2.0 video, World Touring Cars video, Muppet AacaMania video, Snider-Man uiden Star lyinm uiden



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SUMMER COLLECTION

Disc contents - Matal Gear Solid, Legacy Of Kain: Soul Reaver, Aollcage, A Bug's Life, Cool Boarders 3, Wipeout 2097, Devil Dice, Gran Turismo, Pool Shark, Ridge Racer Type 4 video, Net Yaroze compilation.



THE BEST OF 1999

Disc contents - Metal Gaar Solid, Ridga Aacer Type 4, Ape Escapa, Gran Turismo, Cool Boardars 3, Tomb Raidar 3, ISS Pro 98, Driver, Takken III, Crash Bandicoot 3:



THE 2000 COLLECTION

Disc contents - Dino Crisis, Quake II, Legacy Of Kain: Soul Reaver, Silent Hill, Deathtrap Dungeon, Nightmara Craatures, Doom, Exhumad, Resident Evil video, Carmageddon video.



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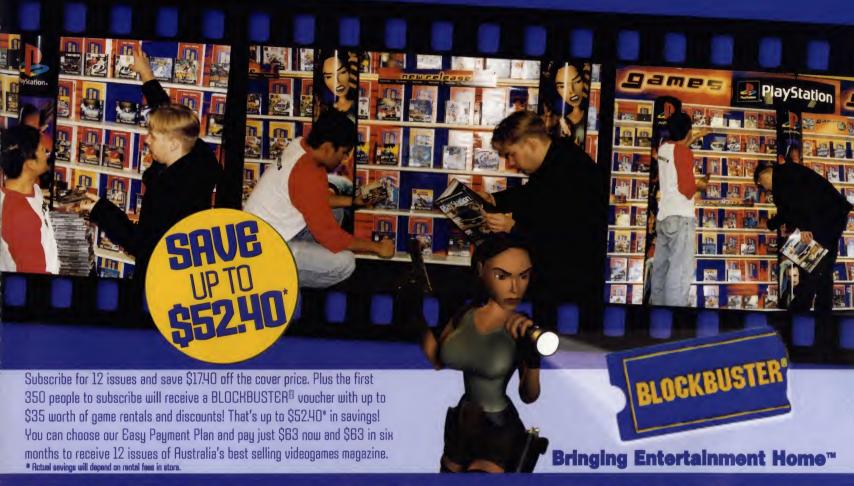
Disc contents - FIFA 2000, Actua Ice Hockey 2, Victory Boxing 2, Cool Boarders 3, This Is Soccer, ISS Pro '98, Tony Hawk's Skateboarding, Anna Kournikova's Smash Court Tennis, Joneh Lomu Augby.



KIDS SPECIAL

Disc contents - Spyro 2, Tarzan, Hingsley's Adventura, Barbia Race Rnd Ride video, Bustar And The Baanstalk video, Mulan video, A Bug's Life video, Muppet RaceMania uiden

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4. The Intal Protection of the part of the protection of the protec

ther \$55 will be debited automatically six months after the first payment. A 12-month subscription which is processed as part of this promotion may not be cancelled.

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Survivor

I am 14 years old and was diagnosed with cancer last year after having recently moved to Sydney. I have been cured for the moment but only because of two things - a year of treatment. which helped my physical side of the cancer; and I also had my mighty PlayStation, which helped cure the emotional side (as I recently moved to Sydney, I didn't have many friends and the treatment would have driven me insane otherwise). I wouldn't have been

treatment without the PlayStation and I wouldn't be writing this today. Games like Final Fantasy VIII, Abe's Exoddus and Driver kept my spirit alive. I just want to praise the PlayStation. Who would have thought that a games console could save a life? Keep up the good work on this superb mag. David Swinnen. via e-mail

able to take the

Good on you David, game on!

Dreamer

Every night I dream about PlayStation2. Every time I answer the door I dream a sales dude is delivering my PlayStation2. During school exams I dream of PlayStation2. When I kiss my girlfriend I dream of PlayStation2. All I ever think about is

PlayStation2... As you can see, I'm obsessed with PlayStation2. I enjoy your magazine every month - I've got 29 issues but I'm wondering if you can answer these questions?

Will the PS2 work better standing vertically?

There are plenty of cool RPGs coming out on the PlayStation this year, are there many good ones planned for the PS2?

In issue 36, your reply to Lloyd Kikok's letter mentioned something about a Tony Hawk's Skateboarding tournament... Please, please, please hold a Tony Hawk's

Pro Skater 2 tournament! Tony Hawk 2 competition, we're sure they'll be contemplating another one.

I hope that PSM lasts for vears to come, and I'm sure that whatever you do when PS2 is released will be cool and kick any other PS2 magazines' butts!

TBT, address not supplied

The PS2 works fine either horizontally or vertically, the choice is yours! Summoner looks to be one of the best RPGs for PS2 and Dark Cloud also looks tasty. Of course, Final Fantasy X and XI will be incredible! With the success of Activision's

Wrestling With Reality

I'm a devoted PSM and wrestling fan. What I want to know is why all you fellow wrestling fans keep complaining about unfair

two years: before that time I can't comprehend

So far I have only had two events: the first, "let's see who turns up?" and the second, which was basically the same people that turned up the



change once l gain some Student Union. I know that there

and the sound is cool, too. I was hoping to have some PSX comp nights with trophies and prizes for

FIFA and other multiplayer games

club. We'll send you some magazines and discs to use as prizes

Q. Is it true that Sonu hes delayed the leunch of PlayStation2?

A. The PS2 will now be released in Australia end NZ on November 30, unfortunetely a month efter the US Isunch on October 26.

Q. Is there eny chance that the launch date for PlauStation2 will slip egein?

A. No, we're confident November 30 is it. How many machines Sony manages to get into the country is another issue. Pre-order todaul

Q. Did the PocketStation ever get released locally? A. No, and it never will

Q. Is the DVD playback quelity of the PS2 eng good?

A. It's excellent, and comperes very fevourably to mid-priced stand-elone DVD players.

Q. How long will Sony keep meking gemes for PleyStetion efter PS2 is released?

A. With 70 million PlayStations around the world, and the imminent release of PSone giving the merket a further shot in the erm, you can ехресt PlayStation games for many more users.





PLANET **PLAYSTATION**



Is there nothing Nine doesn't know? You guys heven't meneged to stump her yet...

Q. Hi sexy Ninsl Do you know if those Namco ercede controllers are still eveilebla? I've looked averywhere but I can't find ona.

Evan Croden, QLD

more, our you might be edie to

Q. Hi Nine, I'm just wondering whether ehops will open et midnight on November 30 for the leunch of PlayStetion2, eo thet we can all rueh in there end burn a hole in our wallets? I can tell you now that I will be one of them!

Deniel Tippett, NSW

We may we that come store ; try and he first and epen at get your mitts on one.

Q. Wicked mag! I was just wondering whether it would be better to weit for the ascond model of PS2, eseing as the escond model of PlayStation wae better then tha first? Will there be a second model? Jarrad, NT

A. Uhm? Agri ont/lived ivally by playing on intermited 70° Hindootfo, there will be one change.

Q. Congratulations on a superb mag - the demos are swer You've had axcellent Sourt and Horror Specials, but why hean't there been a Recing Speciel? ! hope you're plenning to do one! Chris Hughes, address not supplied





scores? What's not fair with 8/10? All you people say is, "Why don't you ever badmouth car games ...?" Maybe it's because car games have been around longer and usually with each one the gameplay is more innovative than the last.

If you recall back to issue 32, Vigilante 8: 2nd Offense got 6/10 and F1 World Grand Prix got 5/10. It might just be me, but I do believe those scores suck more than 8/10!

And PSM, you guys kick butt because you still hand out wrestling prize packs, which is damn commendable (at least to me!).

Mrs Rock, address not supplied

Girl Trouble

Hey PSX pros. My girlfriend has been rather disloyal to the little grey box. She hasn't touched a game in

about two months and is no longer buying your excellent magazine... So I did the only thing any right-minded person would do - I bought her a copy of In Cold Blood and a subscription to your magazine.

Now she loves me a whole lot more (and In Cold Blood).

Lrulel Steven Crampton, via e-mail

Christ Almighty

Is there ever going to be a card similar to a Memory Card that features preloaded cheats? I'm also writing to find out whether there will ever be any Christian games. We are very interested in finding out this information. Thanks. Keith Diver, NZ

Some third party companies release Memory Cards with cheats already

on them, but we have found that non-Sony cards often corrupt and lose your precious saves. We suggest you stick to the Download section featured on our demo discs. There's been a few Christian games released on PC, but none on PlayStation. There are God sims like

Civilization, though!

Claws Are Out

Can you tell me why there hasn't been a female wrestling game made? You could have ring bouts, apartmentwrestling bouts, catfights etc. I don't think us girls get a fair chance and it would be fun. You could also have an import feature to import a male and then beat him up with a leg scissor or schoolgirl pin... What do you think? Stax, via e-mail

If you're a girl, we'll burn our PlayStation, You just want to perve, don't you?

Hey Gang

I read a good letter in issue 37 (page 33) - the very first and long one about the 60 Minutes program. I thought I had written that letter myself, I just hope that your readers put the time into reading it.

The most unfortunate thing about it all is that a lot of the people who would have watched that segment would have been over 30 years of age. My aunty and grandmother live together and saw the show. When I saw them a couple of days later, they basically said that I worshipped the devil. Not really, but you should have seen them carry on... I was ashamed in a way. It was such a one-sided story not positive at all.

It surprises me sometimes the way our society thinks. At one end of the spectrum we have television, which has been around for much longer than the gaming industry and televises extremely violent shows that seem to be the norm now; and at the other end, two friends having a game of Tekken or





Stada













whatever, where they get to kick each others butts on the TV screen, which is considered taboo.

TV isn't blamed, but videogames are. I still can't figure it out.

At least in my mind I know which is more harmful. And I will definitely not give my kids a hard time about it - I'll probably join in on the fun. Because that's what games are designed for - FUN!

That's my two bob's worthl

Teal'c, via e-mail

Odd Fan

A few years ago in your earlier mags. Oddworld Inhabitants said that in two vears time they would release a movie of Abe's Oddysee... Well, it's been a few vears and there ain't no stinking movie! I'm a pretty big Oddworld fan and I've been eagerly

awaiting this movie. Could you tell me when or if it is coming out?

I am also a bit of an Earthworm Jim fan, and I would like to know when Earthworm Jim 3D is coming out? (Why the hell was it delayed?)

And one last thing, did you really send Metal Gear Solid to that girl with epilepsy? Thanks for your time. Krillin, via e-mail

We haven't heard any update on an Oddworld movie - perhaps they're too busy making great games. Munch's Oddysee for PS2 looks truly spectacular. We've got doubts whether Jim will be released on PlayStation after the disappointing sales of the N64 game. And yes, we certainly sent Jessica MGS!

Hard Case

In issue 37, Cam Hillard asked Nina if you could buy new cases for PSX games. Yes, you can! If you go to a shop called Hitech World (NSW), you will find them for about \$2.50. I'm not sure if this is the only place that you can get them, but if you're desperate, go there! Lisa McCullough, via e-mail

Video Killed...

I think your mag is brilliant and one of the best looking on the shelves at the newsagent.

I have

heard that you don't have a say about what goes on your demo discs on the front cover, however, I really don't see the point of having the video demos - they are a waste of space. I'm not saying that it is your fault, but they are - you have to face the facts. Games are for playing, not watching. That is the difference between a video and a game.

Is there any way of getting rid of the videos and just showing games on the discs, because one of the many reasons people buy your mag is for the cool demos? Other than that, the magazine is excellent. Chris. via e-mail

Of course, everyone would rather playable demos of every game, but when the option is a video of the next big game or nothing, wouldn't you rather see it in action? Many developers release video footage to us before a playable version of



playable version has too many bugs at that early stage. Video provides an important first glimpse of what the game will look like.



Square Eyes

As I sometimes do, I switched on the TV one morning and watched the news, and guess what they were talking about? Yep, another stupid journalist trying to make parents ban their kids from PlayStation. If they spent their time actually looking past the gore and violence, they might see what great storylines games have, such as Metal Gear Solid.

These so-called experts reckon kids will absorb the things that happen in videogames and then go and shoot people. I have a PlayStation and lots of games that have gore in them and I am not going round my school shooting people.

The thing is, if a kid is immature and they are of a young age, they should not be allowed to view graphic violence. Also, if kids are taking in graphic violence and sending it out in a bad way, maybe parents should take more interest in what their children play and watch.

Richard Grainger, WA

shame society needs these

government robotic revenue collectors

at all. Stick to PlayStation and gaming.



Q. Do you think *Mission:*Impossible 2 will become a PlayStation gems? Do you know how much PS2 will cost? le there going to be Tony Hawk's Pro Sketer 3 on the PlayStation2?

up on amiliar Discon

Q. Are you friends with Lere? Where do you suppose she sleeps when she's out in the jungle? Balladonna, addrass not supplied

A. on a and the train have a less and eater up when when we are the

Q. le F1 2000 on the PS2 looking eny good end will it be released at launch? Can you link up PS2a? Can you link one with an original PlayStation? Will the PS2 come with a demo disc? What games will be on it?

Anonymous

A. 11.2000 is booking white indeed.
Let a may not be elessed at found.
PS7 as an inhared port so you call. this. You won't be able to link a PSone and a PSS, though, Sony harn't

Q. Since us kide cen't afford \$749 for a PS2, will it go down in price? If so, how much and when? Adrian Cuence, vie e-meil

A. The PlaySithum was first returned for \$789, and the the or cold mechani the price of the PS2 and being tall



LLUSTRATION CHRIS

I am writing in regard to your 'PoliceStation' feature in issue 37. I don't buy your

mag to see images of cops playing games rather than doing their jobs. I'll stop buying it if you continue to publish police propaganda. I see this as a blatant exercise in "trying to bridge the gap between our youth and police", which is, of

course, pointless. I don't want to see police anywhere, anytime, least of all in my (until now) beloved PlayStation Magazine. Did the cops pay you guys for this crap? I hope you got a good deal because readers I have spoken to think it's just a con. Lift your game and

drop the pig propaganda; it's a



Dave Banks, via e-mail







Five Alive?

So... Is she alive? And if she has snuffed it, what that hell is she doing in that cat suit? PSM visited Core Design to dig out the truth behind Lara's fifth adventure, Tomb Raider: Chronicles, and — whisper it — her future on PS2...

ara Croft is dead – or at the very least, as good as. At the end of last year's Last Revelation, Lara was left for dead under a pile of rocks in a tomb in darkest Egypt. No amount of Lucozade would help revive the PlayStation's number one icon as, at the end of her quest to recapture the spirit of Set, she was trapped in the Temple Of Horus under the Great Pyramid, and thus ensured that the tomb that gave Lara her nom de guerre was to be her final resting place. Rest in pieces, Ms Lara Croft.

Which is, of course, either B-movie cliffhanger nonsense or 100 per cent commercial suicide. The face that's appeared on over 300 magazine covers, the merchandising blank cheque that's spawned everything from beach towels to an upcoming movie, the star of (let's remember) an astonishing game that has sold over 14 million copies in all of its PlayStation incarnations alone... There's no way on Earth that Core Design, Lara's creator, would suddenly decide to kill off its buxom meal ticket, right? Thus, *PSM* waited for the inevitable phone call that would reveal that Lara tunnelled out with a fossilised toothpick, had suffered a bout of amnesia and was living in Mexico, or some other deus ex machina allowing us to preview the new *Tomb Raider* game as we have done every year since the first incarnation in 1996. And we waited. And waited...

The call came – but not quite the one we expected. Yes, there would be a fifth *Tomb Raider* for PlayStation, but Core wasn't courting the huge publicity that has surrounded previous games. While new Lara model Lucy Clarkson would wow the crowds at this May's E3 show, the new game wouldn't be shown and no, there weren't any details apart from a few sketchy plans about hi-res versions of some old levels being given away on a bonus disc. Something was up and we had to find out. She's got to be alive, right?

Yes — and no. As revealed in Planet PlayStation last issue, the fifth *Tomb Raider* game — *Tomb Raider: Chronicles*, to roll out its full name — will indeed be released this November, but as for that predicted get-out clause, Lara lovers will be disappointed. Yes, our heroine does appear, but only in flashback. How else could

she appear when the whole game is based around her funeral...?

"She' could wake up, have banged her head in the shower and it would all have been a horrible dream..."



hubby Bobby in the shower – he's not dead, her world hasn't gone to ruin and, yes, the last series was all a dream. He's jokingly looking for a way to prevent the expected deluge of hate mail from Lara fans ("You've killed Lara Croft! I can't believe you've done that!" half-laughs Smith), but there's no going back for Core's Operations Manager and the man who oversees Lara Croft's every move. Come on, she's dead, isn't she?

"We left *Tomb Raider: The Last Revelation* on a bit of a cliffhanger with Lara sealed in a tomb and people not actually knowing whether she's alive or dead," confirms Smith. "We're going to carry this premise on through *Tomb Raider: Chronicles*. *Chronicles* is what it really is. It's adventures that people haven't known about and a way to reinforce the fact that Lara has been around for a long time.

"Time has passed and we're five days on from the end of *The Last Revelation*," he continues. "Lara's body hasn't been recovered, people can't imagine that she's dead and sealed in the tomb. The whole effect we want to create is the cinematic setting of a funeral at Croft Manor. It's Lara's family home, steeped in mystery. People have seen this house many times before, but here is a whole new area of it – the family burial ground. Lara's friends and close relations are there to put Lara Croft to rest, and the world's media is also there as this is a huge occasion."

A huge occasion indeed – and that needs a damn good plot device to ensure Lara's legions of followers turn up at their nearest game shop this November. Core finally settled on an anthology structure, with characters from previous games retiring back to the manor to reminisce about their adventures with Lara. "It's a flashback from her friends and colleagues that you'll have met – people like Jean-Yves and Pierre from the earlier games in the series reminiscing on adventures and exploits they had with Lara in the early days. It's a really good way of ending the chapter of what we currently know as Lara Croft and *Tomb Raider*."

So where are we going, then? All around the globe (see 'Wish We Were Here'). 'We're treating each adventure almost as four separate games. They're all different passages in Lara's life, so there's potentially different attributes you'll have in each of them," hints Smith. "A lot of new things will be put in and combined with features from the past four adventures. For example, when we looked back there was a lot of stuff we put into *Tomb Raider III* that we didn't carry across to *The Last Revelation*. So we've put them back into this latest adventure."





"We were't too happy....

If we were surprised that Lara would be heading to PlayStation for a fifth time, that's numbers near the reaction from the people who were told they'd have to make the thing. PSM has a beer and a gossip with the Chronicles team...

Andrea Cordello - "Mapper, levels, graphics, that stuff"

Martin Gibbins - "Lead programmer, traps, puzzles, Lara animations"

Richard Morton - "Map designer, tower block levels in whatever TR it is"

Andrew Sandham - "Responsible for script and designing levels" Del Gilchrist - "Programmer, engine and technical stuff"

Phil Chapman - "I animate bad guys and other wonderful things"

Alex Davis - "Work on PC and Dreamcast versions, here for

Pete Connolly - "Musician and can I have another glass of beer, please?

Tom Scutt - "Al and programming for all the baddies"

Joby Wood - "I build and design levels"

PlayStation Magazine: So how did you feel when you were called into the office and told you were going to be making another Tomb Raider?

Richard Morton: We weren't too happy.

Martin Bibbins: Extremely pissed off, if just for the fact that it was going to be another Tomb Raider. The team before us did the first two and they said we couldn't possibly do another one. So we've done another two... To be told we've got to do another was a nightmare.

PSM: Whatever the reasoning, you've got to do it and do it better. What can you do when you thought you'd made her final adventure?

MB: It's down to the story now. Technically, there's not a vast amount we can do. Del's spent the first three months of the project converting all the code, so it's certainly going to be quicker than it ever has been.

RM: We've got a lot more detail in. It runs a lot quicker and we can get more on screen.

Risk Davie: Technically, it should be damn good, but there's a lot of stuff under the hood that people won't notice – there's so much

stuff going on. A lot of the criticism it gets is unfair. People will say it's just the same, but it's been totally rewritten. RM: The only way we could change it completely is if we put it in, say, the Soul Reaver engine where everything is smooth and you can have proper round walls. But that would take a lot more than a year to do.

Joby Wood: There mightn't be any major engine or system changes but there are hundreds of new effects.



Andrew Sandham: We've spent a lot of time trying to create proper characters. We've also got an awful lot of dialogue in there. We've tried to keep it to a minimum and not be boring, but what we've done is give the people characters that we all know from playing games. We're bringing back a lot of the old characters.

We've built up the characters over four games and now we can start making them real.

PSM: So what was it like getting started?

These are the blokes behind the latest

Tomb Raider game.

Pom programmers

ma: For the first month or so, it was like, "Look at this bug we just found and that was on II, III and IV." Excellent, fixed it!

RM: We had a lot of feedback from Tomb Raider III that people liked the Area 51 level and the stealthiness involved, so we thought we'd expand on that by having stealthy death moves that Lara can perform on certain enemies. She can get the chloroform and combine it with the cloth and if an enemy's guarding something, she can go up and knock him out.

RS: Tomb Raider III was our first game as a team and we tried to ram as much stuff as we could into it. Now we're pretty selective and can choose the things in it people like best...

Phil Chapman: It's also heavily influenced by movies as much as games. We all said, "If we had a movie license, what would we want to do?" And we'd all like to do things like The Matrix and Die Hard and Sleepy Hollow.

PSM: What was the first brainstorm like on Chronicles?

PC: We had loads of meetings. The original idea was gonna be like Tomb Raider III. Lara would have this trophy room with four artifacts she'd got in the past and you could select which icon you wanted to see how Lara got it. Then there was another idea, which was a no escape-type scenario where she's trapped on this island...

RS: She'd come out of the pyramid, she'd been discovered and she was half-dead, but she was a bit manky 'cos she'd just been crushed [laughs].

She'd have two months getting sorted and then she's taken

to this island where she's being hunted. Andree Cordello: None of us were happy with that. It was also too much work to do in the nine months we had. It would've been a complete nightmare.

RM: The idea just struck us. It took about an hour to think of this other thing. Tom came up with the idea in the pub and we all went, "Yup, that's good..."

Tom Soutt: Did !?

RS: In The Last Revelation, she's died and we were like, "What? Is she gonna come back in some soppy idea?" The fact that she is dead throughout Tomb Raider: Chronicles is

> AC: Yeah, we'll leave that for the Next Gen people to sort out...

PSME So is there anything you wanted to add but simply couldn't?

18: A lot of it's just the technical constraints of doing a PlayStation game. You've got the speed of the machine and only a certain amount of memory to play with - there's certain things you just can't do. You could be there for five years and you just won't be able to do them properly without a better platform...

SM: That means PlayStation2. Any plans? 15: We've got a segment of the Chronicles team already ploughing ahead on the Next Gen version, so we'll join them after this.

con





Tomb Raider: Generation Next

But if she's dead, then how can she move on to PlayStation ?? Read on ...

want to dance around it but not actually give anything away." Pause. "No." Longer pause. "Can we leave it?" Adrian from Tomb Raider: Smith is in two minds. On the TV behind him is a fully working PlayStation2 version of Lara looking very smooth indeed. It's just a demo to show everyone that Core is working on

a PS2 version of Tomb Raider, but he's itching to reveal the details about exactly how Lara will make the transition to PS2. It's getting close now though, with Tomb Raider: Next Generation (*Next Generation has just stuck with us, terrible name and we're working on others...") planned for release early in 2001.

"It's still very much in R&D stage, even though we've been working on it for a considerable length of time," reveals Smith. "What we have to do, however,

Grabs like these Chronicles will seem like old hat when the PS2 version emerges.



is make a new game. We're looking into ways of changing it and I think people will be shocked ... "

While we've got next to no info on what Next Generation is about, we do know it's looking good.

Not only did Smith show us a small PS2 demo (Lara looking good in traditional garb, running around a non-populated castle), but we met up with Andrew Thompson, the artist working on models of Lara on PS2.

"She's been completely remodelled," Andrew reveals. "We want to update her because she's looking pretty dated now. Personally, as the artist, I'm looking to make her more sexy. She will be fully facially animated and technically, the character will be fully articulated. We're having to take what has been FMV technology and put it into the game because PlayStation2 can handle it." Us too. The countdown starts here

This was a Lara pic nissioned for stuffy UK newspaper The Times. Look, Lara can read everyone!





Movies Games and Video

Yeah, yeah, we know it's Angelina Jolic. But what else is happening with Tomb Raider: The Movie?

he's absolutely mad." Core's Adrian Smith is, of course, talking about one Angelina Jolie - Oscar-winner for Girl, Interrupted, recently-announced star of Tomb Raider: The Movie and a lady somewhat up for the role.

"She's into it big time," he continues. "The last six weeks she's been on intensive training – she's done bungee jumping and been with the marines learning how to fire weapons." With Jolie finally confirmed, it's now full steam ahead.

"They're filming at Pinewood at the moment, in the old Bond studio," reveals Smith. "I understand they've hired the most floor space for any movie there in the past 10 years.

"The script itself is very good. It's based on an adventure that Lara goes on and is true to the Indiana Jones-type style. She's out there pitting her wits against everything."

Not only is the movie faithful to the lady so close to Smith's heart, but they've worked closely with Core on many decisions.

"They've showed us a lot of the preliminary drawings and set design," continues Smith. "We've talked about key elements of the script and there were some things in there that we weren't happy with and they've done everything they can to change it. The script has got some very ambitious points and some exciting bits which I think people will love."





the end

26-06-00, SCIENTISTS BREAK THE HUMAN DNA CODE...

...O1-09-00, THEY'LL
WISH THEY HADN'T







PRAY IT'S NOT INSIDE YOU









Driver 2

Last year, Driver came out of nowhere to become 1999's hottest PlayStation game. Twelve months on, can Reflections make the sequel as essential as the original? Dan Mayers returns to the scene of the crime.

our bumper has just collapsed, the boot's caved in and the rear left wheel is bouncing off down the freeway. Your damage gauge is flashing red, blaring impending disintegration, and you've only got 33.89 seconds to meet your contact. What do you do? Panic? Never. Die? Of course not. Answer: You get out of the car.

Yes, we've said it before and we'll say it again, the key feature of Driver 2 is the ability of Tanner to hop out of his motor at will. A flick of ↑ and the ▲ button and he's off, trotting down the street clad in his best Roger David suit. Brilliant, but the latest play of the game reveals the true implications of Tanner's new-found mobility.

Car about to fall apart? Simply slam on the anchors, hop out and start walking back along the freeway into the path of a new motor. Luckily the considerate motorists of Driver 2's cities are prepared to avoid bowling you over and kindly stop a few feet in front. A tap on A and Tanner's back in the hot seat and ready to race away at top speed. Assuming you don't take command of a battered old jalopy, that is...

Of course, in the middle of the game, with coppers flying out left, right and centre, dumping your motor might prove a little too time-consuming, so those driving skills honed through playing the first game are going to come in exceptionally handy. For those newcomers still crunching the gears, it's advisable to take a ride around the cities in preparation for the missions ahead. Marvel at the features modelled from the locations themselves.

the map, hit A and it'll orientate itself to the direction you're facing, giving you a better idea of which way to turn.

Driver had a compelling and often complex plot and the sequel's no exception. Tanner finds himself deep undercover again, this time accompanied by his partner. Tobias Jones, in a double act that makes John Travolta and Samuel L. Jackson in Pulp Fiction look like Newman and Kramer. Accountant to the Mob, Pink Lenny has cut a deal with some Brazilian crime lords and started a war in the underworld. The balance of power has shifted towards the South Americans and Chicago's in grave danger of turning from the home of the blues into the city of samba. Tanner and Jones are charged with infiltrating the Mob and restoring peace to the city. Tough call. Pink Lenny goes on the lamb, leaving our intrepid duo with the job of stopping any shipments coming into the city via Havana. Cue trip to Cuba. After successfully completing that job, they're off to Las Vegas to pick up Lenny's trail. Trouble is, public enemy number one, Solomon Caine, is also after little Lenny and there's no option but for our heroes to hook up with the arch-villain and help him track the snitch down. Lenny escapes, but turns up again in Rio, so it's off to the land of sun, sea and football for our coppers. Will they find him? Or will the Mob get to him first? That's entirely up to your motoring skills..

The plot evolves through a series of cut-scenes, and while the cuts in Driver were good, the new ones quite stunning. The opening sequence looks like some



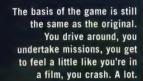


Chicago's skyscraper-laden horizon, Las Vegas with its neon-soaked hotels, the Sugar Loaf mountain of Rio, and Havana with its big-finned Cadillacs and umm, cigars.

The first thing you'll notice racing around the city streets is areas where the road curves off into the distance, makole experience much more realistic. In Chicago, for example, there are long sections of wide freeway that are perfect for evading the cops, with exits that curve round and drop you back into the city streets. Havana sees you cruising along meandering tree-lined avenues that open up on to the beachfront promenade. It quickly comes obvious that the new cities are even larger t in the first game, so it's going to take a while to get used to the back-alleys and shortcuts. Luckily, Reflections has cleverly tweaked the map to help you navigate. Once you're on

thing straight out of Lock, Stock and Two Smoking Barrels. Two suited and booted heavies burst into a bar wielding shotguns looking for Pink Lenny who's having a beer with one of the Brazilians. Needless to say, they wreck the joint and a man lies dead, blood washing across the floor, his hand still twitching. The effect is incredibly cinematic and, as you'd expect, Driver 2 acknowledges its inspiration with a stream of references to famous movie car chases, doffing its cap to everything from The French Connection to The Blues Brothers.

Driver 2 is shaping up to be very exciting. The fact that Tanner can get out of the car adds much more flexibility to the missions, and there's no doubt it feels right and looks great. All that remains is for Reflections to reveal the missions themselves...





"The first thing you'll notice racing ... is areas where the road curves off into the distance...'











PSM OPINION



needs a bit of work, and graphically it's glitchy.

basically the same game. Curved roads are nice and getting out of the car helps develop the missions. But Driver was such an addictive want. And we can't wait.

WATCH OUT FOR...

Those Miraculous Curved Roads! Round the bend: it's not like they've driving pleasure. For all the realism of the the feeling of sprawling city streets that undermine the most exciting chase TV shows. But now you'll be able to prolong your skids with handbrake turns around the prettiest kinks we've ever seen.



Medal Of Honor: Underground

Steve Owen finds that sometimes it's hard being a woman. Particularly if she's a member of the French Resistance taking on the entire German armu...

hile running around fantastical locations shooting ephemeral beasties is the staple diet of the average gamer, there's nothing better than shooting Nazis. Developer Dreamworks tapped into the delights of fascist bashing last year with the wonderfully realised Medal Of Honor, a firstperson shooter that considered history, nodded towards it politely, then quadrupled the number of units you could blast away while ten-tupling the number of bullets the average hero can absorb. Medal Of Honor was a glorious rewriting of the war, a jingoistic ode to the all-American hero. But it looked like real life nonetheless, and made a great alternative to shooting craggy aliens.

Predictably, and thankfully, we're about to get another healthy dose of Nazi massacring in the forthcoming Medal Of Honor: Underground. The addition of the fourth word hints at the main change in the game – you are no longer Jimmy Patterson, master spy and hard case, but Manon, a dress-wearing, chain-smoking member of the French Resistance. (Two bonus points if you recognised that Manon was Patterson's control in the original game. You should get out more.)

Now this isn't some attempt to usurp Lara Croft, but yet another nod to established history. While the French have a reputation for rolling over and getting their tummies tickled by the invading German forces, the truth is that the Resistance, and the more effective OSS (Office Of Strategic Services), played a

vehicles destroyed, certain people found, and particular characters left alive in order to progress through the story.

Assistance comes in the form of your improved arsenal of weapons. There are eight new ones in total, such as the impressive anti-tank grenade, the hard punching Big Joe, Sten guns, sniper rifles and the exceedingly satisfying Molotov Cocktail. The latter needs to be lobbed with some care, as you might expect. The feet of your victim should make a good target, otherwise you might find the bottle of booze caught and comin' back atcha.

The main reason for the larger guns is that you are now facing a rash of huge vehicles, including tanks, half-tracks and motorcycles. While the cocktail and grenade combo works well against these hulking metal beasts, the occasional fixed gun emplacement can be captured and utilised, cutting through swathes of the Master Race. Perhaps more subtle is the use of what programmers like to call interactive locations. For pure entertainment you can shoot through a candelabra's supporting cable, sending the centrepiece crashing on to the heads of those below.

Keeping with the historical spy theme, Medal Of Honor: Underground has the pleasure of being steeped in WWII memorabilia. Important story updates are related through atmospheric real-life video footage, while the front-end and mission briefings are conducted within your secret lair, hidden beneath a bakery. You even get to store mementos of your

















significant contribution to the eventual collapse of the Third Reich. Indeed, the developer of Medal Of Honor has even gone to the trouble of interviewing a number of female veterans of the Resistance. It's also refreshing to see that Dreamworks, one of Steven Spielberg's companies, is taking even more trouble to make the game historically accurate than it did for its supposedly factual dramas, Schindler's List and Saving Private Ryan.

major part in breaking down Fortress Europe, and made a

Set over seven distinct missions, Manon's contribution to the war effort is also told throughout the game, from her humble beginnings helping out her sibling, to her recruitment by the OSS, and her part in the liberation of Paris some 24 levels later, each up to twice as big as the first game's maps. Each level is strictly objective-based, so certain criteria have to be met, certain

encounters with Fritz alongside your medals.

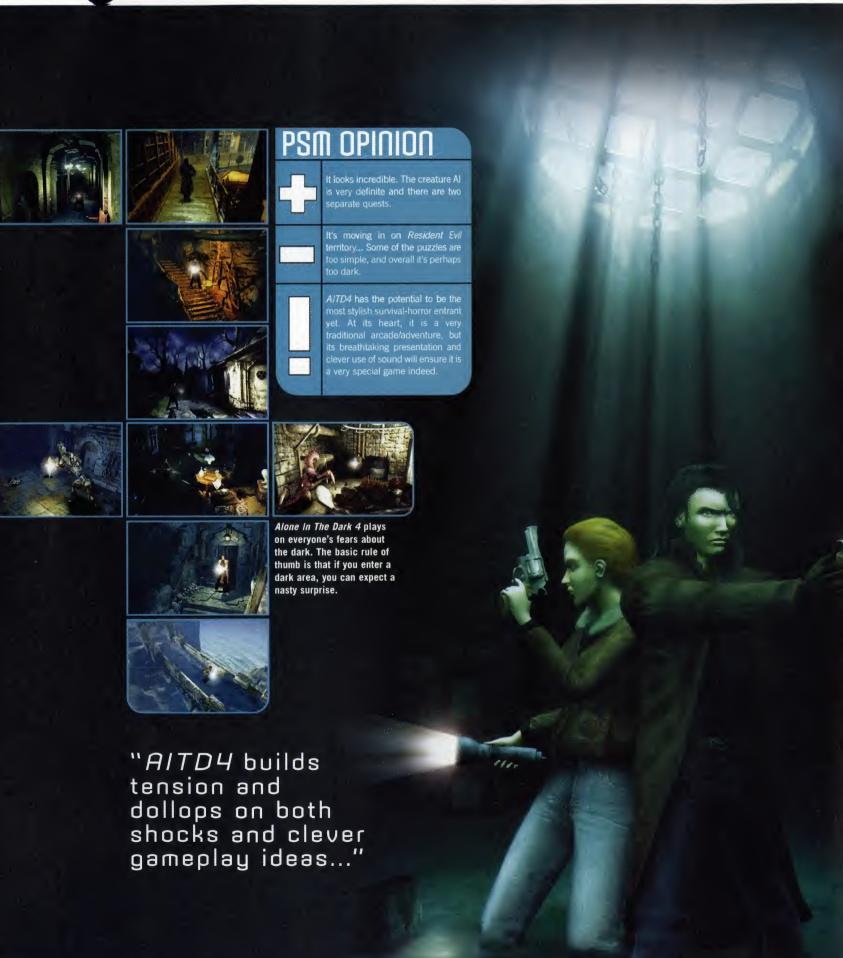
Getting these medals isn't as easy as it was in the original game. The enemy has been in training over the last 12 months, and now has no shame in hiding behind pillars, boxes and walls when they see you, calling over allies and even shooting at you randomly from behind their cover. Soldiers roll and leap, tuck and lie down, and even find alternative routes to your location as part of a flanking manoeuvre. And a silent attack is always the best way to ensure that reinforcements aren't called.

Certainly, the variety of attacks is refreshing. With their overwhelming advantage, particularly when it comes to sheer numbers, you have to worry about whether the Third Reich really will gain control of Europe. That is, unless Steven Spielberg's brave American troops win the war single-handedly again.

Sabotaging communications equipment and other strategic targets forms the bedrock of the mission structure.







Alone In The Dark 4: The New Nightmare

Somewhere in a Paris backstreet a great evil is being developed. Lost in France, **Steve Merrett** treads carefully (and carries a big stick)...

searching beam from a torch momentarily lights a dark hallway, ornately decorated with Victorian and bedecked with rows of dusty books. As the fleeting light moves around the room, a lone figure picks his way across the carpet looking for items of interest. Attracted by the moving beam, a misshapen creature skitters into view, setting upon the torch-wielding hero and leaving him with no chance of self-defence. With the camera panning out to indicate the hero's demise, it's already obvious that *Alone In The Dark 4* is the most ambitious development in the horror genre since *Resident Evil's* zombies arrived to terrorise Racoon City.

While at first glance Alone In The Dark 4 appears a reanimated mishmash of body parts from Silent Hill and Resident Evil, watching the game

puzzling, the majority of *AITD4* is spent looking for specially designed weapons that fire light beams capable of destroying inhuman denizens.

The originality and intelligence of the monsters further strengthens the slight twist on the seek-and-destroy theme that runs throughout the survival-horror genre. DarkWorks has worked on the principle that there are many kinds of fear – solitude, the dark and being followed are prime examples – and during the course of the game, each strand is thoroughly exploited. The ever-present gloominess is the most prominent example, while the differing behavioural habits of the beasts occasionally throws up a more vivid shock and is also used to add tactical elements. Some creatures, for example, are blind but have acute hearing and react to any noise you make. While others feel threatened by the











in action soon proves otherwise. Although only 60 per cent complete, Parisian developer DarkWorks has created a game that has the potential to set a new standard for the survival-horror genre. In terms of gameplay, it treads a familiar line with one of two heroes selected to search a mansion for weapons and objects needed to curtail the intentions of a dark menace. But there is a presence that sets *AITD4* apart from its horror kin — with the clever use of lighting being integral to its eerie atmosphere.

Living up to its title, *AITD4* presents a series of barely lit locations. Equipped with an unusual arsenal of weapons and a torch, the player is left to sweep the beam around each location in search of useful trinkets, slavering foes or the occasional light switch. The effect is like an episode of *The X-Files*, with the dark rooms offering glimpses of horrors unseen and providing additional suspense. While this sounds like a recipe for disaster, the effect is very convincing, with the realistic lighting effects and incredibly detailed locations creating one of the most graphically accomplished games the PlayStation has ever seen.

The use of darkness is also central to the unfolding scenario and the game's combat sequences. Although still being debated, the game's current plot parachutes series' hero Edward Carnby and a new heroine, Aline, into the mansion and its 140 locations. The rest of the sketchy scenario is based on an invasion of dark forces that can only be repelled with light. Thus, in addition to the genre's customary object-related

light or are repelled by the beam. This adds layered options to the action, as opposed to forcing the player to stand and fight time and time again.

Events are further enlivened by the addition of separate, but connected, storylines for the two characters. Although there are no major advantages between choosing the male or female heroes, Edward is dropped at the main entrance to the building, while Aline lands on the roof. This throws up differing puzzles, builds a second action tier into the game, and also shows off a rather neat communications system between the two stars. Using the L2 button, players can contact their off-screen counterpart for advice, with different responses implemented for each stage of the game. So, while Edward may be happy to chat sometimes, at others Aline may call when he's up to his armpits in monsters and will be told to call back when he's a little less busy.

With an additional cast of eight characters thrown in to develop a plot that twists more than an Agatha Christie mystery, plus an inventive mix of music and sound effects, *AITD4* certainly has the potential to establish the long-running series as the pinnacle of videogame horror. While undoubtedly derivative in places, *AITD4* builds tension and dollops on both shocks and clever gameplay ideas as it progresses.

AITD4 may not be a huge step forward but, with a clever plot, a classic battle between good and evil, and shock tactics galore, maybe it's time to be frightened of the dark again...





Wacky Races

Another kart racing game? Drat and double drat! Jason Hill hops into his Mean Machine and Chugabooms to the finish line, muttering all the way.

nd now, here they are, the most daredevil group of daffy drivers who ever rolled their wheels in the Wacky Races. And away they go!

After generations of kids have enjoyed Dick Dastardly's scheming and Mutley's sniggering, a Wacky Races game is more than overdue. Unfortunately, the game isn't shaping up to be as much fun as the classic Hanna Barbera cartoon.

Infogrames obviously thinks Wacky Races is a valuable license, developing a game on almost every current gaming format. Both Dreamcast and Game Boy Color versions have already been released to rave reviews. But on the PlayStation, it looks like the developers have taken a few shortcuts.

The cast of wacky racers is not the entire crew from the cartoon, but includes Peter Perfect in the Turbo Terrific, the Army Surplus Special, the Slag Brothers in the Boulder Mobile, the Creepy Coupe, the Red Max in the Crimson Haybailer and that ever-pouncing pussycat, Penelope Pitstop. Of course, that double-dealing do-badder Dick Dastardly and Mutley also star in the game, but they are not selectable characters at the start.

Game modes are a little thin on the ground. There are single races, and practice, championship and battle modes. Unfortunately, there's no four-player mode, only two-player. Crash Team Racing and Speed Freaks showed that four-player kart racing with high quality graphics is indeed possible (and brilliant fun) on PlayStation. However, the lack of a four-player mode and the less-than-startling graphics seem to be more limitations of the developers or the development time rather than the limitations of the PlayStation, given the PlayStation, given the R and Speed Freaks. outstanding quality of C

As usual for a comedy racer, there are power-up tokens to collect as you fang around the tracks, with each racer having their own specialties. The Creepy Coupe's resident dragon is handy for toasting opponents and taking to the skies, the Army Surplus Special packs a cannon, the Red Max a machine gun, the Turbo Terrific a big boot, and the Compact Pussycat a devastating powder puff.

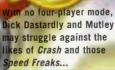
The five worlds to race on include the typical snow, desert and city locales, but at least there are shortcuts and jumps aplenty. The graphics are in keeping with the flavour of the cartoon, albeit with a disappointing low-res appearance. The graphics just don't have the spit and polish of the cartoon, which is disappointing; the low detail of the racers restricts what should be one of the game's strengths - the strong characters and bizarre vehicles. Fortunately, the speech is great and gives the game personality, with the announcer from the cartoon offering plenty of sarcasm and loads of character samples to liven the action.

The speed of the game is also a mite pedestrian at this stage a severe handicap for a game of this type and a failing that needs to be urgently addressed before it's released.

Unless a lot of work is done to polish the game, Wacky Races could be yet another great licence wasted. Curses! Foiled again! (Snigger...)

and why aren't all the characters

grid from Crash Team Racing











3,5











"...even more detail than usual has gone into making each track look as lifelike as possible"











Formula One 2000

The Forumla One franchise is back on track and Ewan Corness believes 2000 could be the year it re-claims the F1 crown.

he Formula One series from Psygnosis has been one of the most successful franchises for the boys from the UK; in fact, it's probably second behind its mega-series, Wipeout (which might just be the most critically acclaimed franchise on the PlayStation). Even with a slight bump in the road during the evolution of the series, which was the disastrous Formula One 98, the Formula One series has bounced back and escaped with its name (and pride) still image.

One series has bounced back and escaped with its name (and pride) still intact. Formula One 98 only went wrong in a few minor areas – you know, those little features that cynical gamers demand these days, such as improved graphics and tightened controls – but you could tell that there was a good game hiding under the unattractive shell. This was mainly due to the fact that Psygnosis handed control of Formula One 98 to a new developer. Thankfully, with the ship being more than straightened up with Formula One 99, Formula One 2000 is now reactly to take the title of 'the number one F1 game on PlayStation'.

First things first. Everyone should breathe a massive sigh of relief, 45 the

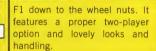
First things first. Everyone should breathe a massive sigh of relief, as the main factor that has ensured success for Psygnosis and the Formula One brand in the past is still on board in the year 2000. That's right, Murray Walker is back in the commentary booth, which ensures that at least the sound will be as authentic as it can possibly be. Much like John Madden (NFL), Righie Benaud (cricket) and Paul Vautin (NRL), Walker is The Voice in the Fit scene, and as soon as you hear his trademark over-the-top commentary, you know that you're playing an authentic F1 game.

Another well known part of the *Formula One* franchise that gamers have come to take for granted in this series (and all sporting games in general) is the official license. All the real cars, tracks and drivers are included in *Formula One 2000*. The 17 Grand Prix circuits are all here, and it seems that even more detail than usual has gone into making each track look as lifelike as possible. The new Grand Prix events are all here too, such as the United States Grand Prix (Indianapolis). Also, engine suppliers BMW and Honda have returned, and Jaguar enters the competition for the first time.

There are also a few new gameplay features that have been added and refined for *Formula One 2000*. The main one is the return of a dedicated Arcade mode. In this mode the real-life physics and car damage rules are thrown out the window, and instead of realism, the emphasis is placed on pure speed and excitement. There are also some new simulation aspects added that will be greatly appreciated by F1 fans, such as the Green Flag and 107% Qualifying rule.

After extensive play of the *Formula One 2000* preview code, one thing is certain – this game is not going to be a repeat of the *Formula One 98* debate. In fact, if it's not crowned the King of F1 simulations, it will be very surprising indeed.

PSM OPINION



The Arcade mode is underwraps and the menu screens are finicky. Indianapolis is yawnworthy.

Even at this early stage, Studio 33 appears to have captured some of the magic that made the original *Formula One* special.









Formula One 2000 has been designed to win back arcade fans, as well as please simulation addicts.



DUKE NUKEM: LAND OF THE BABES

Publisher: Ozisoft/Infogrames | Developer: N Space | Release date: October | Origin: US | Style: Shoot 'am up | Players: Two



With Duke's many slippages, it's been such a long time since we previewed Land Of The Babes (formerly Planet Of The Babes) we thought we'd take another look.

The action takes place sometime in the future when an alien race has invaded Earth. wiping out men and enslaving women in order to breed a race of hybrids. Enter Duke Nukem, the ultimate mache meathead. who's cocksure gun-toting, wisecracking antics make him a bit of a role model down the trailer park. As Duke, you've got to get through 23 levels of huge piggy baddies, and the occasional gorilla, with weapons

ranging from throwing knives to grenade launchers in this third-person 3D action game. There are even underwater levels, although sadly the preview code crashed every time Duke's head went under.

It is more of the same from the controversial series, with the combination of heavy weaponry, blood, semi-naked women and Duke's extensive repertoire of sexist comments. It's a formula that has worked well in the past, so faith has been placed in the existing game engine and graphics. Sadly, the flaws in the gameplay and

he control system need sorting out, and

fast if it is to get anywhere near the marks its forefathers received. Even the most basic of movements are glitchy Furthermore, the iffy collision detection means you only have to graze an opponent's weapon with your bullets to damage them. Of course, the problem with ogling ladies on a console is that the graphics tend to make them look like beefy transvestites with inflated artificial breasts. Duke Nuken is no different, though fens of the genre will undoubtedly be happy to manipulate an inventory containing a jetpack and the now obligatory x-ray goggles. LH

INCREDIBLE CRISIS

Publisher: Ozisoft | Developer: Titus/Polygon Magic | Release date: October | Origin: Japan | Style: Puzzler | Players: One



Incredible Crisis is the latest novelty offering from Japan to test our tolerance for zany gaming. Although at heart a puzzler, it throws a lot of different game styles into the mix. You are put into the shoes of a typical Japanese family, whose lives are plaqued by a series of incredible crises. The various crises are played out as minigames, linked by some full-motion video footage of the family fortunes.

Take Taneo, for instance, the father of the family. Living his life, your day begins with a dancing lesson in the office (Bust A Groove-style). Everything seems to be going swimmingly, but before you know it you're running away from a giant ballbearing, getting trapped in a broken lift, being electrocuted by homicidal paramedics, getting thrown out of a moving car and thrust into the arms of an incredibly attractive woman. This last bit might not sound like a disaster, but it's certain to test your gaming abilities. The woman drags Taneo off to a ferris wheel for a massage. You must find her hot spots and massage as fervently as possible. You can't see what's happening, so the things she says guide you.

The mini-games, ranging from a topdown racer to a snowboarding sim - are simple, but ingenious. All the mini-games are stored in a video library, which can be accessed at any point, and there are some that you're likely to want to repeat. The main problem with our preview version was the lack of a two-player option, which means your friends can only watch the

Incredible Crisis is unlikely to be a mould maker or breaker, but as puzzle games go, it's great to see something other than a Tetris or Bust A Move clone. CC

MUPPET MONSTER ADVENTURE

Publisher: Sony | Developer: Traveller's Tales | Release date: October | Origin: UK | Style: 3D platformer | Pleyers: One



sells videogames. Look at the likes of Spyro and Rayman. So when Kermit's nephew Robin hops and gribbets his way onto your screen in Muppet Monster Adventure, don't be surprised to hear yourself cooing, "Awww, he's so cute!" Maybe.

Cuteness. Love it or loathe it, it certainly

Sadly though, all is not well in the land of the Muppets. Kermit, Miss Piggy and the gang have been transformed into evildoing versions of themselves, even The Frog himself has been changed into a boltnecked Frankenstein's monster - with Miss Piggy as his bride, of course, Luckily for, children, and nostalgia lovers, Robin has taken it upon himself to rescue the furry funsters from their purgatory.

But aside from the cuteness overload, what strikes you when you first play is how smooth the game engine is. Robin leaps, swims, flies and tussles with all the grace of a swan (pretty good going for a pre-pubescent frog) and never once does the game seem to suffer from glitches or other ill effects. It's also pretty as a peach in the looks department, with plenty of eye-friendly colour, smooth polygons and funny characters

Wisely, developer Traveller's Tales has added the kind of humorous touches that makes The Muppet Show appealing to more than just the little 'uns. Take the voices, for example, Surprise a wandering peacock, and he'll squawk in an absurdly human manner before flapping off in a tizz. The game's awash with lovely incidental touches, and they really do help enrich the environments you explore and the minigames you inevitably come across.

We like it already. Whether you actually fall in love with it depends on what turns up in the final version, AB

SURF RIDERS

Publisher: Ubi Soft | Developer: Ubi Soft | Release date: October | Origin: Europe | Style: Surfing sim | Players: One



Replicating the dynamics of water would still have to be one of the most difficult jobs in game development. There has never been a shortage of gamers wanting a surfing game, but it's been the inability to get the game code around the nature of moving waves that has really held this genre back.

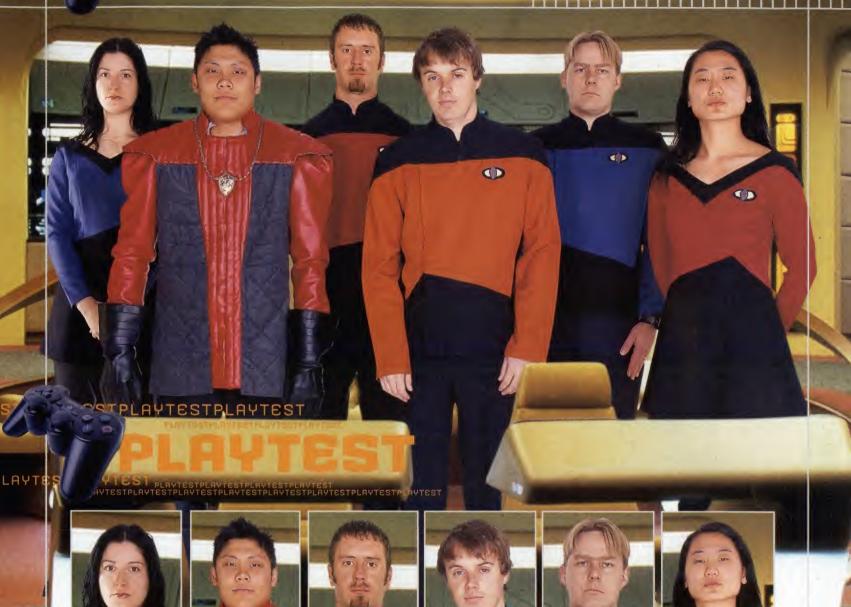
If anyone can remember California Games, then you may recall that surfing games don't necessarily need to be realistic to be fun. For any sort of longevity or to simulate the randomness of real surfing though, modern surfing games need that added element of wave motion

Surf Riders attempts to introduce physics and realistic break points, but the gameplay still fails to thoroughly impress. Like surfing, the game is suitably hard to master and it follows the competition rules of the ASP (Association of Surfing Professionals) - it even has real-life boards and sponsors. You'll get to tube ride, paddle for increased speed and pull cutbacks, 360s and get air off the lip. It doesn't, however, give a sense of surfing's speed or the addictive excitement that most games these days are able to deliver.

Surf Riders is authentic in presentation

and even features Australia's own Manly Beach (amongst other famous internationa beaches). The game has a beach-to-thesurf view as you control your rider back to shore, and each beach has a different look and physics to adapt to.

Although Surf Riders lacks graphical detail, it'll be the best surfing experience you'll be able to muster up from your grey box. Hopefully the interface of the game will be cleaned up and a few changes made to the gameplay. But overall, surfers will lap it up and its learning curve will challenge most gamers. RY



The PSM team are not huge fans of the Starship Enterprise (nothing could be worse). This may seem highly illogical, but it was better than donning Spider-Man costumes... Invasion is another Trekkie game, but not as we know it - it is good. Very good. While much of our time was spent engaged in this space combat, we also followed our duty to see what else is out there. Enjoy.

AUTHOUA

PSM RATINGS

- 10 For games that are near perfect. A must-buy.
- Highly recommended, this is a great game to play.
- 8 Very good. Well worth con sidering as a title.
- Not bad, but minor flaws mean we have doubts.
- 6 Fairly average. Not really worth purchasing.
- The wrong side of average. We'd avoid it.
- 👢 Looking pretty dodgy. Major problems here.

RICHIE

- 🥞 Very poor. Something has gone badly wrong.
- Rubbish. An inept, short-lived game. Just crap.
- I Take CD from sleeve and use as coffee coaster.

REVIEWED

JASON

III THE THE RESIDENCE THE PARTY OF THE PARTY			
ony Hawk's Pro Skater 2	54	Parasite Eve II	71
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◆ROB





Fancy hitting the streets again? Beware, in Tony Hawk's second edition they hit back...

has changed. The mean streats, schools and skata parks are present in all their glory and abound with ramps, rails and obstaclas. But then you notice the new bail (injury) animations. Instead of rolling on their backs with one leg in the air, Tony and his chums now go through a whole ballet of pain every time they dismount -

t first glanca nothing much

"...you can make your own boarder, complete

with trendy trainers and a regulation beanie"

it's a groin-clutching, forahead-smacking, shoulder-popping virtuoso performance accompaniad by tell-tala spurts of blood.

Manage to stay on the board and you'll find that by pushing forward a ghostly spirit level appears as you balance on your front wheels - importantly these 'manuals' allow you to link tricks to build really huge combos. Not so much to take in, you'll be thinking. Start opening up new tracks, however, and niggling doubts will penetrate your veneer of cool. There are upper levels of each stage that seem just too high up to reach, ramps that somehow promise more air than they deliver. Could there actually be something

At this point most other games would stow their deck in their rucksack and head for the nearest trendy bar. But Tony Hawk's 2 is just getting started. The levels are far bigger and more complex. Secret areas aren't merely rooms behind walls of glass or rooftops, in some cases (like New York) they are whole levels in themselves effectively doubling the size of the stage with a wealth of ramps, rails and walls, as well as hidden tapes and free money. Just when you think money rules Tony's world, up pops the first of the three competition stages - sun-kissed Marseille, where you have to compete in three heats and score consistently highly to nick the bronze, silver or gold medal (plus a cash bonus). While the prize money is welcome, it's the medal you need to open up the next level.

What happens, though, if you're blessed with friends of the boarding persuasion? Then there's the two-player mode, offering the chance to trade single tricks or compete in Graffiti mode where whole ramps, rails and walls can be tagged and only a better trick than your opponent will enable you to steal back a piece of scenery and a point. Okay, so some slow-down does occur when you're

Publisher:



Developer:	Neversof	
Release date:	Out now	
Origin:	US	
Style:	Skateboarding sim	
Price:	\$79.95 (NZ\$99.95)	

ШНҮ ПОТ ТВҮ..

Tony Hawk's Skateboarding 9/10 *PSM* 27 Grind Session 8/10 *PSI* 38 8/10 *PSM* 35 Street Skater 2

All that attention, all those royalties - it was only a matter of time before Tony sold out. TH2, you see, is all about money. Earn it through completing tasks, win it by competing in competitions or simply snatch it out of the air in the form of 20 and 50 dollar bills and it can be traded in for fresh decks, improved abilities and new tracks.

wrong with Tony Hawk's 2? Is it in some way flawed? Oh no, the

truth is out there, but it's much more sinister.

It's the abilities side of things that's perhaps most shocking. Even the Hawkster isn't perfect and if you want to beat every course with him you'll have to spend money improving his landing, airborne and grinding skills. Alternatively, pick an all-rounder from the old skool like Steve 'Cab' Caballero who can handle both vertical challenges (bowls and half-pipes) and street obstacles (rails, ledges and vehicles) and you can attempt to amass cash to open up the levels as quickly as possible. Then there are the tricks. The truth is you could play TH2 with the default roster of stunts for each boarder and never really get bored, so it comes as something of a surprise to discover that there are even gnarlier and more impressive tricks to buy. Better than an Air Madonna? Believe it. Harder than a monster Edge Grind? Oh yes. This is how TH2, almost incredibly, manages to introduce strategy into what is, essentially, an out-and-out action game.

attempting particularly outlandish tricks, but amazingly, many of the secret areas and extras from the single player mode are still in here despite the fact that there are two of you bombing about.

If you prefer creation to competition then Tony has got this covered too. If Hawk and Caballero aren't good enough for you, you can make your own boarder, complete with trendy trainers and a regulation beanie. Pick their tricks and then earn money to improve their abilities until your Mr Nobody is the best in the business. Then there's the tremendous Park Editor mode, letting you build from scratch the skate arena of your dreams. Place a bowel where you like, construct a set of rails with just-jumpable gaps packed with sharp stakes and surround it with near vertical ramps. It not only gives you complete control but allows you to test out your unfinished creation at any stage - those rails a bit too far apart? Hop back and reposition them. Ramps don't give you enough air? Opt for larger ones.

The one criticism you could level at Tony Hawk's 2 is that beginners will find it extremely tough and even veterans are likely to get frustrated from time to time. It's just as well that this is one of the most addictive titles ever created otherwise only masochists would return to receive the kind of punishment *Tony Hawk's 2* dishes out. Pete Wilton

VERDICT



GRAPHICS GAMEPLAY LIFESPAN

- 9 Amazing animation and well-crafted interactive levels.
- 10 An amazing variety of stunts and tactics to learn.
- 9 Some might say frustrating, but we reckon challenging.

Not so much a game as a way of losing entire weekends trying to master the trickster's art. If the difficulty curve was spot on it would be worth a 10, but it's still a game that everyone should own.







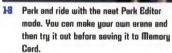












48 There ere loeds more different enimetions showing what happens when your face! groin/knees impect with herd surfeces.

78 You'll need to complete lots of tesks to earn enough dollar bills to open up the later levels.

Customise your own boerder right down to their het.

10:13 Reise your hends while doing a complex grab to score more points.





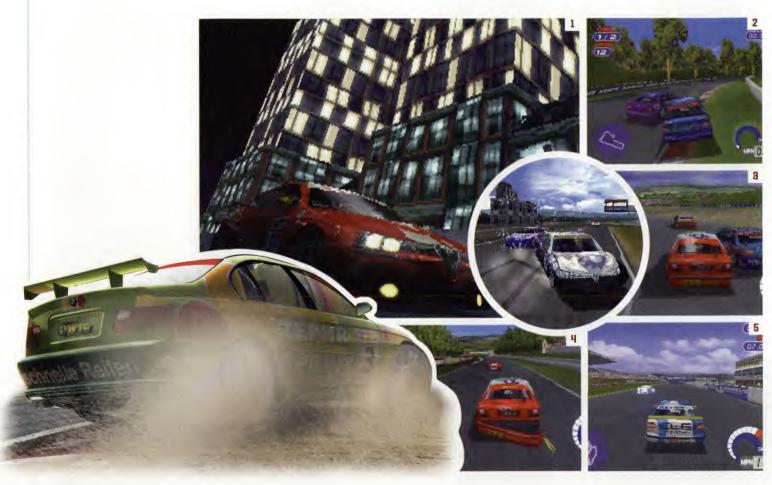






111





[ONTHECD]



TOCA World Touring Cars

Sick of racing your touring cars around dull old English tracks? Much prefer a spin around Bathurst or Surfers Paradise? Codemasters has read your mind...



Publisher: Ozisoft Developer: Codemasters Release date: Out now Origin: Style: Driving \$79.95 (NZ\$99.95) Price:

ШНҮ ПОТ ТВҮ... Gran Turismo 2 10/10 *PSM* 31

9/10 *PSM* 17 TOCA 2 Le Mans 24 Hours 7/10 *PSM* 30

redit where credit's due. English developer Codemasters can certainly pump out masterful code and have an almost unfailing ability to craft that code into a ridiculously playable game. Codies has made several of the best games to grace the PlayStation over the last five years, with Colin McRae Rally 2.0 merely the latest in a long string of hits.

The two earlier TOCA games have racked up sales of over 2.5 million worldwide, a great result given that, in real life, touring cars do not pull in the crowds like other forms of racing (Formula One, for example), and that only British courses were represented in the games. Luckily, Codies sprinkled its gameplay magic over the visually appealing action and the rough-and-tumble nature of touring car racing soon earned the TOCA games a large and dedicated fan base.

Existing TOCA fans are going to be stoked at the additions in TOCA World Touring Cars, and it is also the game in the series most likely to attract fresh newcomers, as it features far more variety in cars and courses, which now range over many countries, including Australia. At last it is possible to settle that long-running Ford versus Holden argument in the comfort of your own lounge room by challenging your mates to a couple of laps around the

legendary Bathurst circuit. The inclusion of Bathurst (as well as Adelaide and the Gold Coast) makes TOCA WTC an almost essential purchase for any self-respecting Aussie rev-head.

Other famous international tracks (23 in total) are also well represented, including Germany's Hockenheim and Nurburgring, Italy's Monza, Japan's Suzuka and Sugo, Spain's Catalunya, and America's Watkins Glen and Laguna Seca. There's also a killer Vancouver street circuit. Various weather conditions and times of day can be chosen for the races, including stormy conditions complete with lightning strikes.

The variety in locales is much needed after the obscure English courses in the first two TOCA titles and there's also a far wider range of cars, with makes from right around the world. Australians have got their beloved Holdens and Falcons to hoon around in, but there are also BMWs, Audis, Alfa Romeos, Fiats, Volvos, Toyotas, Peugeots, Mercuries and Cadillacs (amongst others). Some cars, such as the Lotus 340R and Bentley Hunaudieres, will need to be unlocked by success in the championships, but there are over 40 real cars modelled in the game, all with authentic livery and dashboard layout.



Cars' unique 'momentum prediction engine' provides "the best car The solo player has to cope with 11 computer-controlled opponents "A new dynamic damage system emulates real-life impact physics and crumple zones"

handling yet seen on any PlayStation game". A big claim, and perhaps a bit too big, although there certainly is a lot of intense white-knuckle driving action to be had here.

A major enhancement to the TOCA racing excitement is the inclusion of a new dynamic damage system which emulates reallife impact physics and crumple zones. Each polygon that forms part of the car graphic can be deformed independently, so if a car hits you side-on at 25 degrees, a 25-degree impact mark will be on your car. Windscreens smash, bumpers come loose and trail behind you in a shower of sparks, bonnets fly off, black smoke and eventually fire belches from wounded engines - a signal that it's probably a

that have realistically human AI; some are aggressive looking to give you a hard side-swipe, while others will spin out on tough corners just like you do. While two players can go head to head, you can also be kept company by six computer-controlled cars. If you're multitapped, four players can join in the fun. Like all racing games, multiplayer is where the game will last the distance and TOCA WTC is one you'll come back to month after month – even if it's just to challenge your mates for the title of 'Lounge Room King of the Mountain'!

There's not much to detract from the fun - World Touring Cars is the best game in the TOCA series. The Codies have done it again!

VERDICT



GRAPHICS GAMEPLAY LIFESPAN

9 Very slick. Exciting car damage and well modelled tracks.

9 An excellent mix of driving, crashing and career progression.

9 Lots to unlock. Racing around Bathurst will never get boring.

The best in the TOCA series by a long margin. World Touring Cars provides non-stop racing thrills with a good mix of simulation and arcade fun. And you get to race Bathurst!





Bugs and thugs. Can a bad movie make a good game? Especially when it's the fourth instalment of a series? Of course it can...

he film-to-game destiny was sealed at the moment in Aliens when the dropship crashed and moaner Hudson offered an independent assessment of the situation ("Game over, man!"). It's a dream recipe: big spaceships, unerringly homicidal monsters and scenery shattering weaponry But the clammy dread of the Alien movies has proven tough to reheat on the console screen. It's mostly been a case of stylishly slaughtering the first alien, and then optimising your technique for every other bug who fancies his chances Standard shoot 'em ups in which the bad guys just happen to look like the monaters out of those Alien movies. Until nou

All hail Argonaut for a game which, despite being based on the average fourth film in the franchise, manages to bond the tooledup thrill of James Cameron's sequel with the dimly lit menace of the original. The development team claims to have been inspired by first-person PC shooter Half-Life, but Alien Resurrection has more in common with the Capcom method - creeping claustrophobia punctuated by sudden outbreaks of messy violence. With limited ammo. There's an urgent intro screen which demands you play it in the dark, and to back it up there's a carefully designed option to adjust your TV brightness to achieve maximum spook effect.

locks or tedious logic problems. The effect of never bringing the player outside the overall task makes the ship feel less like a place where you're playing a game and more like a real space.

And this ain't no frag-fest. Arognaut has cranked up the nervous tension by keeping the firepower precious. Ammo reloads don't just pop up in the middle of rooms - you have to hunt behind crates, in dark corners, down ominous dead-ends. Alien attacks are almost always surprising, quick and, best of all, intelligent. You might hear a nearby hiss, a thud against a wall, an urgent bleep on the motionscanner. Adult aliens leap from wall to wall, attack in mass ambushes, zig-zag and charge from behind. Face-huggers are even worse, plopping out of their eggs and scuttling randomly towards you.

Although there are only two types of alien in the game, variety is cranked up by the shock effect and the cinematic feel to the attacks. On a later level, Ripley has to crawl through a mazy vent system with, of course, strobe lighting. The motion-scanner kicks in and confirms two presences - one in front and one behind. They are, indeed, coming out of the Goddamn walls.

Now for the buts. Control is very PC-oriented - to get the most

"Alien attacks are almost always surprising, quick and, best of all, intelligent..."

The action is confined to the Doom-y, metallic corridors of the USS Auriga, where venal military types have cloned our dead heroine, extracted her little bundle of flesh-ripping joy, and used its DNA to breed a menagerie of big, bad xenomorphs. For weapons research, you understand. A crew of mercenary bad asses arrive with a fresh Fox Interactive batch of human cadavers/alien incubators. Ripley comes to her Out now senses and realises she's not 100 per cent human. The alien specimens HR escape, and, with the ship on a course for Earth, cue chaos...

Missions are phased to loosely follow the movie storyline, with events dictating character switches: first, you're Ripley, breaking out of her cell and mostly avoiding the monsters to make contact with the mercenaries; then you're android Call, on a perilous mission to re-route power and open further access; later, you're one of the more hardcore alien arse-kickers on a straight confrontational mission to kill and, ideally, not be killed. Apart from a couple of panic-stricken underwater levels, the environment rarely changes. It's corridor after corridor, up ladders, down ladders, wriggling through flickering vent shafts, negotiating scalding steam-bursts and frazzling power-surges. Puzzles are standard level-pulls and switch-throws - there are no jarring, Resident Evil-style combination

intuitive feel you're going to need an analog joypad. The graphical brush-strokes are pretty broad and once you get up close, the look transforms from murky and effective to pixellated and ugly. Given the voice talent available via the Fox connection, it's a shame there isn't more interaction with other characters, which is limited to subtitleonly cut-scenes. Roughest of all, although ammo availability is generally well-matched to the situations, the game is hard. Very hard. Even on Easy it's hard. You're basically back to the save point problem - there are only two or three each level - and the levels can be huge.

Still, the clunky aspects are mostly obscured by attention to detail and classy production values. The voice of the game - ship's computer Mother - is provided by original actor Steven Gilborn, and it's rich with genuine cinematic authority; freshly blasted aliens launch into an unpleasant variety of thrashing death-throes, leaving behind splats of steaming acid-blood; more subtly, the player movement is perfect walking and wriggling, as opposed to the usual detached glide.

Niggles aside, PlayStation owners can now bask in the smugness that, despite all previous efforts on other formats (including the PC), they have access to the undisputed, definitive Alien game. **Andy Lowe**

WHY NOT TRY..

Metal Gear Solid	10/10 <i>PSI</i> 32
Syphon Filter 2	9/10 <i>PSI</i> 33
Medal Of Honor	9/10 <i>PSM</i> 29

VERDICT

F.Y.I.

Publisher:

Developer:

Origin:

Stule:

Price.

Release date:



GRAPHICS GAMEPLAY LIFESPAN

Action

\$79.95 (02\$99.95)

- 8 Backdrops are good, if a bit blocky. Ace lighting and aliens.
- 7 No intricate puzzling all atmosphere. A bit samey then.
- 8 Difficult with few save points. It'll last, with perseverance.

Easily the most effective attempt at translating Alien the movie into a game. Not enough adventuring for puzzle-heads and not enough blasting for frag-freaks, but the overall package is class.









łayman 2: The Great Escape

Join the limbless wonder on a madcap lum hunt in this enormously enjoyable romp crafted with real intelligence and verve.

[ONTHECD]





Ubi Soft
Ubi Soft
Out now
Europe
3D platformer
\$79.95 (NZ\$89.95)

WHY NOT TRY. Spyro 2: Gateway To Glimmer

9/10 PS/II 28 Crash Bandicoot 3: Warped 9/10 PSM 32 Ane Escane 9/10 PSM 24

he original Rayman was a perfectly serviceable if slightly underwhalming side-scrolling platformer, but this 3D follow-up is in a different league. Relentlessly paced and full of variety, Rayman 2: The Greet Escape cleverly mixes tried end tested run 'n' jump gemepley sensibility. It's cleerly in debt to generic forefethers - Nintendo's Merio ${\it B4}$ in perticular – but takes only the best elements from both 2D and 3D platformers of the pest to build its flights of fency upon rock-solid foundations. The end result is a game that is easy to pick up and play, but imaginative arough to maintain a constant thrill-barrage of twists

Rayman himself may not be the world's most charismatic videogame character, with his weird floppy hair, slightly creepy lack of limbs and nose bigger than his head, but he's smoothly

Except! Wait! It turns out that the Heart of the World has exploded into 800 lums!

Now that may sound like nonsense, but it actually has a terrific impact on Rayman 2's gameplay. The 800 lums - blobs of glowing yellow light - are scattered throughout the 20-odd worlds of the game, and, at key points, you'll need to have collected a certain number before you're allowed to proceed. Thing is, they're not all that easy to get at. So you might well find yourself having to go back and re-play earlier levels, reentering them from the central save-game hub. And any selfrespecting player will naturally want to keep their lum tallies at maximum, resulting in further lifespan-lengthening backtracking to locate those few elusive lums. It's a system nicked straight

"The bosses are smart and varied, and the game is executed with class and polish"

animated and responds superbly to control. He's called upon to perform a vast array of moves during the course of the game, but there are never more than two buttons to worry about, and everything always remains superbly intuitive.

To begin with, our hero can shoot bouncing energy balls, clamber around vinework, swing hand-to-hand beneath netting, swim, jump and spin his fringe like helicopter rotor blades to slow his falls. He soon acquires additional skills, such as the ability to shoot out a rope and, excellently, swing around on it crying, "Woooah!". And he discovers even more talents at certain points in the game, including waterskiing behind a speeding sea snake or riding Rodeo Rockets like a cowboy.

And why would you want to do all these things? Robot pirates have enslaved the planet and, err ...? You don't need to hear any more than that, do you? Only Rayman can save the day. Zap the monsters. Collect the goodies. End of story, surely.

off Mario 64, of course, but none the worse for it.

And there are many, many similarly applause-worthy aspects of Rayman 2. All the lum hunting is conducted in nicely rendered 3D, with a well-implemented moveable camera viewpoint that only occasionally runs into difficulties. At all times, your goals are perfectly clear, with perfectly-judged puzzley bits that have you stumped for exactly the right amount of time before you suddenly realise that the answer has been staring you in the face the whole time. The bosses are smart and varied, the race levels a laugh, and the game at all times is executed with class and polish.

The sound is a bit ordinary, and some of the characterisations slightly sappy, but over a good-sized adventure, Rayman 2 consistently manages to deliver colourful action-packed fun. And you can't ask for much more than that. Jon Smith P

VERDICT



GRAPHICS GAMEPLAY LIFESPAN

- 8 Colourful, clear and full of character.
- 9 Highly playable, packed with variety and very well structured.
- 8 Not too hard, but those few lums will elude you

A slick, smart and well thought-out cartoon adventure with plenty of tricks up its sleeve. Not exactly hardcore, but full of classy touches and consistently enjoyable.













Spidey's new adventures will make you climb the walls. But in a

good way. This is an adventure game first and foremost, and a

ay Station

[ONTHECD]





Publisher: Activision Daveloper: Neversoft Release dete: Out now Drigin: Style: Adventure Price: \$69.95 (NZ\$99.95)

WHY NOT TRY...

Metal Gear Solid 10/10 PSM 32 Syphon Filter 2 9/10 *PSM* 33 Die Hard Trilogy 2 7/10 PSM 33

elcome true believers and newcomers alike!" The nasal New York tones of Spider-Man's legendary creator, Stan Lee, introduces us to the new adventures of half-man half-arachnoid, Peter Parker. "Get ready for a true superhero thriller," he intones, "full of non-stop web-slinging and wallcrawling action." And the octogenarian author of more Marvel

damn good one at that.

Although there have been a number of superhero titles in the short history of videogames, none of them have really managed to get across the sheer pleasure of larking about with superhuman powers. So Neversoft, the company behind Tony Hawk's Skateboarding, figured it would have a bash. Stripping down the engine of Tony's plank-grabbing simulator, the developer built a fully three-dimensional New York cityscape through which the webbed wonder can swing, spin and sneak while tracking down the bad guys and generally upholding truth, justice and the American way. Or something like that.

heroes than you'll ever remember isn't wrong. Action? Adventure? Oh yes.

Our hero finds himself at the centre of a dastardly plot in which he's framed for a crime he didn't commit. Someone masquerading as Spider-Man has filched one of (the supposedly reformed) Dr Otto Octavius' latest technological innovations and the real Spidey finds himself a wanted man.

The game opens with our hero attempting to foil a bank heist, but in doing so he leaves himself open to the wrath of the cops who give chase across the skyscraper tops, blasting missiles and bullets, and doing their utmost to knock Spidey down the metaphorical plughole. A puzzled Parker has a run-in with archenemy, Venom, and eventually figures out that the mastermind behind the plot is none other than Otto Octavius' evil alter ego, Dr Octopus.

As Spidey swings through the adventure he's increasingly attacked by pink and slimy acid-gobbing symbiotes, springing from generators in the basement of the Daily Bugle. Following the trail of slime, Spidey discovers a huge underwater generator that Doc Ock's created, sending out his army of symbiotes on a mission to turn the good citizens of New York into blubbering mutants under his control. Events don't quite turn out as planned, though;

symbiotes can't be controlled and Octopus soon finds himself up to his eveballs in alien blobs.

Along the way you'll spot cameo appearances from the world of Marvel heroes. There's Human Torch from the Fantastic Four, Daredevil, Black Cat, Rhino, Mysterio, The Lizard and Scorpion among others. Throughout it's obvious that Neversoft, in conjunction with Marvel, has tried exceptionally hard to make sure all the details are spot-on. Comic book fans take their superheroes seriously and any detail out of line would be instantly spotted. But that's not to say the game's solely aimed at Marvel fans. Sure the references are there, if you fancy a spot of chin-stroking smugness.

What makes Spider-Man such a joy to play is simply mucking around with your hero's super powers. Spidey can leap from scraper to scraper, swinging on his web strings and arcing gracefully through the sky in an animation that's extremely close to the cartoon series. Which is where all that attention to comic book detail pays off. Leap from a roof, hit R2 and Spidey string shoots from his hand, allowing you to swing across in a classic Spider-Man pose. Hit the wall on the other side and he drops into that little frog shape ready to make his way up to the next roof. Should you run into an enemy goon, then coat him with webbing, fire off a web ball to knock him out, or just beat him to a pulp with your hands and feet. Ouch. Sound a touch nasty for a superhero? Yes, but Marvel has laid down the stipulation that Spider-Man should never actually kill anyone. So any enemies you batter are merely knocked unconscious, fading out of play. Even if you accidentally-on-purpose knock a chap off a rooftop, he won't plummet to a grisly end, but will fall on to a previously unseen ledge below, grunting just so you know he's still alive. It might sound a bit daft, but those are the rules when you're dealing with a hero of considerable moral fibre and when you don't want your game to have an age restriction...

Spider-Man's most renowned talent is his ability to climb up walls and it's here you'll find fun crawling across the ceiling, peering down at the thugs below, before dropping down and knocking them out with one swift Spidey blow. From a top-down view the ceiling becomes glass, allowing you to see whatever's



Spidey can crawl through on his various rescue missions.

Fortunately, it's not full of complicated button combos. The controls for our hero are about as simple as they could be. Pick up the pad, run around, and within seconds you'll be swinging and spinning around the screen. Dead simple and hugely satisfying.

So it looks great, it sounds great and it plays better than any other adventure game you'd care to think of. Any problems, then? Well aside from the fact that the plot's a bit of a tangle because the gameplay doesn't quite explain the story outlined in the cut-scenes, the main criticism is that Spider-Man is just too short. Thought Metal Gear's 12-hour stretch was a bit skimpy? Spidey's clocking in at around half that. Of course, Neversoft is well aware of the problem and has made an effort to add levels of replayability to the game. For starters, there are four different levels of play: Kid, Easy, Normal and Hard. So what, you say? Hard's probably got a few more bad guys and a few less power-ups. Well, yes, that's true, but the level structure also changes in each mode. One level features Spidey swinging after Venom through sewage-sodden tunnels. Play it on Kid mode and the maze is only a couple of paths. But play it on Hard and the maze is a complicated nest of twists and turns.

Finishing the game once also opens up a number of new goodies. Second time around you'll find a load of new comedy voice-overs and plenty of daft things happening, like Black Cat go-go dancing in a cage or the Silver Surfer dropping in for a nice chat. You'll also begin to open up the wonderful world of Spidey's wardrobe. Each new costume you collect gives you certain special powers like invulnerability or unlimited web juice and, again for the true Spidey fan, they're all based on actual costumes that appeared in the comic books. Witness the Ben Reilly costume, Spidey's Symbiote suit, and the familiar

jeans of Peter Parker.

The best bonus of all is the comic book collection. Hidden throughout the game are 32 comic book covers from classic Spider-Man issues. There's The Amazing Spider-Man 1 in which our sticky-palmed pal tries to join the Fantastic Four. Try and find The Amazing Spider-Man 400 in which

Aunt May finally pops her clogs, or the first appearance of the Green Goblin in issue 14.

The pace of the game is also a problem. The opening level features Spidey swinging to the rescue of a terrorised bank manager. After a short swing session you break into the bank and start sneaking across the ceiling, taking out startled henchmen unawares. And it's brilliant. Yes, it's a training level designed to teach basic Spidey skills, but it's also an enthralling blend of action and adventure. Yet sadly, this is one of the few occasions that stealth is used effectively in the game. The other levels have a distinctly arcade feel. Chasing after people, smacking them about and all kinds of other breathshortening activities. Sure, it's good fun, but since the adventure is over so quickly it would have been better if you were given a bit of breathing space to hang about and do whatever a spider can.

All the same, Spider-Man really is a monumental achievement by Neversoft. Creating Spider-Man from the ashes of Tony Hawk's and faithfully animating the comic book hero is one thing, but successfully combining that with an addictive adventure that grips you until the very last cut-scene is where the developer has truly excelled.

Dan Mavers

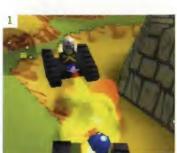
VERDICT



GRAPHICS GAMEPI AY LIFESPAN

- 9 Stunning animation and atmospheric environments.
- 9 Thrills, spills and a world of wide webs
- 8 Great replayability, but the actual adventure should be longer.

The first truly successful superhero game. You actually feel like Spidey swinging around uncovering layers and levels of deceit, with a wry quip round every corner from our flippant friend.







12 If you can handle the constant su you'll find a lot to smile about.

- Collecting cretes forms the tectical crux of the gemeplay.
- Every mission requires you to play in a slightly different way.
- 56 Once cretes ere built into bigger units you can make new men or a renge of beestly weepons.
- 78 Don't be fooled by the cutesy graphics - the game can be devilishly





3:35



Team Buddies

Who ever would have thought that a bunch of foul-mouthed gun-toting Tic-Tacs could be

so much fun?

ou can almost picture the Team Buddies pitch at Psygnosis HQ as the developer tried to sell their concept to the guys in suits: "Okay, so you've got these Buddies, right? And they're like these totally mental jellybean geezers with guns and rocket launchers and whatnot, right? And they basically get together and kick a few heads." While there's a little more to it than that in practice, it is simplicity, along with a gleefully daft British sense of humour, that makes Team Buddies work so well.

Essentially taking the real-time strategy genre, stripping it down to its fundamental elements and giving it a cute cartoonish makeover, Team Buddies takes the arcade

route to instant charm and playability. The basic control system and isometric viewpoint of the RTS are retained. as are multiplayer skirmishes and a greatly simplified form of resource management. Warring factions are reduced to teams of up to four Buddies and crates that have mysteriously started falling from the sky are their resource. When combined on a stacking pad in one of six basic configurations, these crates will yield anything from a new buddie to a rocket launcher or a tasty flame tank. Now it's up to you to get your buddies tooled up and restore peace to Buddie World.

Don't be fooled by the familiar combination of cartoony visuals and humour, though - this is no kid's game. In fact, Team Buddies breaks new ground for videogames in its unabashed use of expletives. While parents and the fainthearted should be forewarned, the trash talk and overwrought accents provide loads of character and humour.

With a bunch of multiplayer modes and a comprehensive single player campaign, Team Buddies offers considerable depth and challenge despite its lightweight appearance. The 32 single player levels are divided into eight worlds, themed according to a well-established gaming pattern: grass, desert, ice, lava and so on. Each world offers new weapons and vehicles, as well as a new Buddie type with unique abilities, and power-ups and bonus vehicles can be gained by blowing up trees and triggering switches. The deliberately minimal scale of the levels gives proceedings a frantic edge, often heightened by unmerciful time limits.

The variety of battle and mission scenarios display no shortage of ingenuity, as you embark on such bizarre excursions as escorting camels to an oasis and rescuing aliens from a volcanic moon, along with more familiar incursions of the 'exterminate with extreme prejudice' variety.

A few problems exist, most notably an annoying Al imbalance that gives your Buddies a little too much autonomy and remarkably little combat sense, frequently forcing you

to play babysitter. Minor beefs aside, however, Team Buddies delivers so much in terms of humour and fresh gameplay that it will certainly demand some of your time, most likely rudely and at gunpoint.

Anthony Holden





Publisher:	Sony	
Developer:	Psygnosis	
Release dete:	Out now	
Origin:	· UK	
Style:	Arcade battle 'em up	
Price:	\$69.95 (NZ\$79.95)	

WHY NOT TRY...

	Hogs Of War	8/10 <i>PSM</i> 36
I	Syndicate Wars	8/10 <i>PSM</i> 5
J	Command & Conquer	8/10 <i>PSM</i> 2

VERDICT



GRAPHICS GAMEPLAY LIFESPAO

- 7 Like the game, simplicity is their strength, and conceals a great deal of finesse.
- The variety of toys and missions ensures sustained playability.
- 7 The multiplayer mode could have been developed more, but there's still plenty to do.

Recognisable yet highly idiosyncratic gameplay and characters to burn. Unless the potty mouth offends you, that is













ere 3D models mede of polygons.

34 Also like Resi, Houdelke uses the splitting-up-locations-into-rooms trick.

5 Sedly, Resi's rotating control method hesn't been implemented, so getting from R to B is often ewkwerd.

8 Unlike Resi, the bettles ere tedious and dull.

12 Like *Resi*, the cherecters



A dark and scary RPG set in an abandoned Welsh convent with a spunky female lead character. Sounds like the business – best we take a closer look.

hat have we here? Houdelke has appeared out of nowhere and while the developer, Secnoth, is herdly a household name, members of the original Final Fantesy creative were apparently on-board the team to help craft this Gothic role-playing game. And it is an RPG, even though it tries to look like Resident Evil.

While the cinematics and environments look great, the control is painfully awkward and the combat, while it tries hard to innovate, ends up being clumsy and monotonous. A big shame, considering the plot shows hope for some dark and scary adultoriented entertainment. Unfortunately, the execution of it also leaves a lot to be desired.

The game takes place in the supposedly abandoned Nemeton Convent in late 19th Century Wales. Koudelka lasant, the central character, is a smart-mouthed psychic who has come to the monastery in response to the call of a strong spirit. She quickly meets two other adventurers, Edward Plunkett (an egotistical yet romantic loner from a wealthy family) and Father James O'Flaherty, an Irish priest who is at the Convent to retrieve a stolen item.

Cinematics interrupt the action at seemingly random moments to fill in more of the characters' backgrounds and motivations, but while the voice acting is bearable, the characters are badly written and uninvolving. Often, it's just plain awful – for example, Plunkett and O'Flaherty argue about poetry but bond over Shakespeare. Luckily, you can skip these scenes easily.

LIFESPAN

That, however, leaves you with the rest of the game, which is also uninvolving and ruined both by poor control and constant random battles. An infuriating swirl transports you to a battle arena that is unrecognisable from your present location, as there's no scenery, just a grid with enemies and your characters.

While the enemies are inventive (tables and chairs, mutants, severed hands), they're not visually impressive. You move around the grid (important as you can use long, medium or short range weaponry), select a weapon or spell, attack and then await the counterattack. Your real tactical options are limited though, as most enemies can attack *through* another character, and it soon becomes fairly monotonous, as when your characters gain a few levels the endless random encounters become very one-sided combat-by-numbers.

You'll gain various treasures after defeating the nasties though, as well as bonus points that can be allocated to characters' attributes (such as Strength, Vitality, Intelligence, Luck and so on) when they gain a new level. There is some RPG depth in building up the characters, with many different weapons and armour types.

But perseverance will be required to stick the distance, and it is long – very long – as the game spreads over four CDs. Koudelka aimed to bring horror to the RPG genre and does it – for all the wrong reasons.

Stuart Clarke





Publisher: Ozisoft/Infogrames

Developer: Sacnoth

Release date: Out now

Origin: Japan

Style: RPG

Price: \$79.95 (NZ\$99.95)

WHY NOT TRY...

Final Fantasy VIII 10/10 PSM 28 Vagrant Story 9/10 PSM 36 Lagend of Lagaia 8/10 PSM 35

VERDICT



GRAPHICS

6 Nice cinematics, but dull battle locations and dark environments.

5 Awkward exploration coupled with clumsy, endless random comb

5 Awkward exploration coupled with clumsy, endless random combat.
 5 There are four CDs – if you can put up with the monotony.

A brave but ultimately unsuccessful attempt to put horror into a role-playing game. Awkward, painful and not much fun at all.









Chase The Express

It looks like Resident Evil, plays like Resident Evil and even sounds like Resident Evil...

n hase The Енргеss is a predictable terrorist-inspired action-adventure that has you filling the boots of Steven 'Beefcake' Segal as you boot a bunch of terrorists off a nuclear missile-equipped train. It kicks off with the obligatory full-motion video snippet to help set the scene, introduces a few of the main characters and generates a sense of drama.

Chase The Express has a lot in common with Syphon Filter and, even more significantly, Resident Evil. In keeping with the Resident Evil style there is a lot of combat, object hunting and you can even combine items. The aiming system is also very similar, although the cursor actually changes colour depending on how close on target (and thus how accurate) you are when shooting. This is a welcome innovation, although Syphon Filter's aiming system is still probably the most sophisticated and impressive.

Chase The Express is set on a speeding train, chock-full of nuclear warheads, terrorists and a major diplomat plus his family. There are certainly some ingredients for high-powered weapon play, and in this regard it doesn't disappoint. However, the decision to set the game on a train is perhaps a questionable one, as the action does feel at times claustrophobic, with you wandering up and down what is essentially a giant metal tube on wheels.

In the game you play Lt Jack Morton, a soldier who has managed to survive the terrorist takeover, and you must do-a-Die-Hard and overcome your foes one by one. Apart from the numerous terrorists you encounter, the game also sees you going head to head with five boss types, each armed with increasingly powerful hardware. There is a boss armed with a crossbow, then a flamethrower dude, and your final fight sees you taking on a helicopter.

Special moves include diving rolls, crouches and the ability to spin 180 degrees to face an enemy closing in on you from behind. It all feels very similar to Resident Evil Nemesis. However, movement in Chase The Express is perhaps a little less fluid than Nemesis. The trigger system, which lets you open doors and use menu items, is sometimes annoying. The game also suffers from regular loading screens that are almost as long and annoying as those damn steps in Nemesis.

On the positive side of the equation Chase The Express lets you use a freeroaming view by pressing a button and this view can be great in helping you better scour a section of the train for a missing clue vital to your quest. You can also save your game in the lavatory, which is pretty funny the first few times.

Chase The Express apparently has a number of different paths and endings (again like Nemesis), and there are lots of objects you must find. To a degree, you have the flexibility to solve some of the puzzles.

The claustrophobic atmosphere of the train is convincing and the script does feature quite a few direction changes, as some of the characters you come across betray you. The music is generally pretty good, even if the techno action soundtrack at times is a little grating.

If you enjoy involving adventure games that also have a fair amount of combat, Chase The Express is likely to satisfy you. You may find it easy, as it can be completed in as little as 10 hours if you take the shortest path. However, should you do this you will not be rewarded with the most desirable outcome, and the happier endings require you to persevere, find lots of hidden items and perform well when fighting the terrorists.

Steve Polak



- 1 Punish your enemies with short range gunshots in confined areas of the train.
- 2 You'll find yourself trudging back and forth for inventory items through all too samey carriages.
- 3 Take to the cerriage-tops in a bid to ascana fastidinus ticket inspectors...
- 4 ...and gun-toting terrorists in a trans-European trip with a difference.







Publisher:	Sony	
Developer:	Sugar and Rockets	
Release dete:	Out now	
Origin:	Japan	
Style:	3D adventure	
Price:	\$69.95 (NZ\$79.95)	

WHY NOT TRY...

Metal Gear Solid	10/10 <i>PSI</i> 32
Syphon Filter 2	9/10 <i>PSI</i> 33
Resident Evil 3 Nemesis	9/10 <i>PSI</i> 30





VERDICT



GRAPHICS GAMEPLAY LIFESPAN

- 7 The backgrounds are better than Resident Evil, the animation is not.
- The controls aren't as smooth as they could be, but they are workable.
- 6 It's possible to finish in 10 hours, but not half as rewarding.

If you're not thorough, the game is easy to finish - but you won't get the best ending. Not a bad effort from a developer with a silly name



Snowcross! It's like motocross... But with snow. And bigger hills. For such a badly spelt game, it's surprisingly well made.

he premise is simple: take a couple of skis, bolt on a caterpillar track and race-tuned 500cc angine and find someone unhinged enough to ride seid contraption et breakneck speed across herdpacked snow and ice. Brilliant!

And like most motorsports, it's a great subject matter for a videogame. Sno Cross Championship Racing has that swish combination of tangible speed and smooth handling that you look for but so rarely find in racing games, and this is one of its greatest strengths. The feel of the machines is intuitive and familiar. It's the kind of game you can just pick up and play, without the need for stacks of practice or lengthy tutorials.

Given its snow-based nature, the whole thing's a bit like a rally game - you're constantly dancing on that delicate line between grip and slip. Fortunately, the tracks are wide enough to give you a bit of leeway with your sidewards movement, so it's quite forgiving in this respect. Dropping the anchors doesn't make you skid too badly either, which is a surprise, given the nature of the beast. You'd expect the backend to flip out wildly with a bit of overzealous braking.

It all adds up to a good playable package, and one that leaves

you with the feeling that you really are in control, despite the almost constant slippage. It's no easy ride, though. Quite the opposite, in fact - it's actually very difficult to progress through the different cups. You have to ride a nigh-on perfect line to beat the other competitors, and there's no option to hike the difficulty level down. The courses tend to be pretty bumpy, so there's plenty of airborne fun to be had. Pressing the 'trick' button while using the directional pad pulls off stunts, which gain you extra points. Landing safely is an art in itself, though. If you hit the ground at a queer angle, you'll come a-cropper and lose places as the other riders, who are never very far behind, plough straight past you.

It's sad to have to criticise a game for being too hard, but Sno Cross leaves very little margin for error and isn't as fun as it could have been. Take the upgrade options offered after each race you don't quite get enough cash from a race to cover anything more than repairs or a minor upgrade, and then you're back into the racing again, which is never easy. At it stands, Sno Cross is a good game, but misses being a great one by a whisker. Al Bickham



Publisher:	Sony
Developer:	Crave
Release dete:	Out now
Origin:	Еигоре
Style:	Racing
Price:	\$69.95 (NZ\$99.95)

MHA UOL .	TRY
Sled Storm	8/10 <i>PSM</i> 28
Wipeout 3 Special &	Edition
	8/10 <i>PSM</i> 36
Hydro Thunder	7/10 <i>PSM</i> 35
	_



GRAPHICS GAMEPLAY LIFESPAN

- 8 Sharp and defined and the tracks look superb.
- 8 Feels great, but a bit on the tricky side.
- 7 You'll tire of it before you finish it.

A slick, fun and well-presented racer that knocks along at a fair old pace, but suffers a little for its difficulty. Well worth a look, but needs a little more perseverance than the best in the genre.





Has Activision managed to harness the gaming X-factor?

rest on every bus shelter and TV screen in the land you would be forgiven for assuming H-Men Mutant no. Muta t Academy came to this party without an invitation ann, on rellection, the film's distributor might not be happy

Developer Paradox has endeavoured to give the beat 'em up a 3D feel, despite a 2D format, and a couple of decent moves use camera effects to that end. Sadly, the game suffers from old-fashioned and typically 2D problems. For example, should you corner an opponent you are free to pummel them, since they can't employ a lateral roll to escape, leaving them virtually defenceless. The collision detection is dated, too. While your character accurately makes contact when fighting himself, there is no adjustment for other opponents and you often end up snapping their head back with blows that land a foot from the target.

In combat generally, your range of attack is limited and the advanced special power moves that are so difficult to pull off are used expertly by many opponents. All too often you'll be picked off at arm's length and working inside will prove too costly. This trickiness is compounded by computer opponents landing a string of unblockable blows so damaging it is difficult to get back into contention.

You can activate special powers by landing hits then pressing * repeatedly, causing you to kick pathetically and interfering with your attacks. The game is punctuated by such shoddiness. Hit punch repeatedly and you limply flick out the same jab, rather than completing even a basic combination, unlike, say, Tekken III.

In short, the characters in Mutant Academy feel less like superheroes and more like cardboard cutouts. Add a bland two-player mode and the fact that the better characters are initially locked, and you've got a game with promise that fails to deliver immediate playability, let alone replay value. While other games use extended Story and Challenge modes, this title relies on an Academy mode for longevity. Unfortunately, the tutelage is woefully slow and there is too much emphasis on simple actions such as performing a jab. Again.

All in all, it's too difficult and deeply frustrating. The looks say Bloody Roar, the gameplay says 'bloody naff'. Lee Hall



- 12 You can train at the acedemy to improve your moves and hone your apacial powers before real combet.
- 3 He's been licked! Tood takes the heet from Maganto.
- 4 Mutent Academy's special moves are true to the comic books and offer an outregeous number of hits.
- Herdcore beet 'em uo fens will get a kick out of meetering the tough skill level.











[ONTHECD]

F.Y.I.



Publisher Activision Paradox Development Developer: Release date: Out now Origin: Mutant beat 'em up Style: Price: \$69.95 (NZ\$99.95)

ШНҮ ПОТ ТВҮ..

Tekken III 10/10 PSM 26 Bloody Roar 2 8/10 PSM 22 Street Fighter EX Plus Alpha 8/10 *PSI* 27

VERDICT



GRAPHICS GAMEPLAY LIFESPAN

- 7 Bright, bold and beautiful, with a 3D feel.
- 4 Tricky in a few-moves-and-naff-controls way.
- 5 Only as bountiful as your patience.

There are many good things to say about Mutant Academy, as it tries to do things a little differently. Sadly, the prohibitive trickiness and lack of depth mean it never gets past promising.



Star Trek: Invasion

Leave the logic at home, our pointy-eared sons and daughters. It's your place to blow stuff up. Today we go to war!

hankfullu Star Trek: Invasion boasts the best of both worlds: the mythology and fantastic ship design of the new Trek, and the triggerhappy, shoot-first-ask-questions-later attitude of the old. After all, as a mere pipsqueak in the Starfleet pecking order, it's not up to you to make big decisions - that's left to the chrome-domes at Starfleet Command.

And blow stuff up you do, in the very grandest of styles. As young ensign Cooper, you've been assigned to pilot a Valkyrie, one of Starfleet's smaller, nippier craft. It's essentially a short-range fighter, but it can be fitted out to carry larger payloads when the need arises. For the most part, you'll fly missions out of The Typhoon, as it zips around the quadrant to various galactic trouble spots.

Each ship, from the tiniest one-man fighter to the largest interplanetary cruiser, is beautifully detailed. Weapons fire colours the game to a spectacular degree, and no matter what happens on-screen, the game whips along at a ripping frame-rate.

But stupendous visuals aside, it's also corking good fun to play. Only the training mission gave us a hard time due to some dodgy collision detection during the usual flying-through-hoops test, but after this it's plain sailing. When you've finished the tutorial, you're thrust into the depths of space to earn your stripes. The early missions are pretty basic. You'll dice with the Romulans, escort some heiferous transport ships and generally get to grips with the way combat works. The Valkyrie class of starship was originally conceived as a counter-measure to Borg technology, and it's hit the shelves not a

moment too soon: the rubber-face cyborgs have shown up again. Can you guess where they're headed? Yep. Earth.

That's the crux of the plot - the Borg are on the warpath and Starfleet is bricking it. But there's more. An ancient, mysterious insectoid race called the Kam'Jahtae shows up as well and starts making a nuisance of itself. After a few initial skirmishes with Kam'Jahtae fighters you'll be fighting a fully-fledged war against the little buggers and its ships can be downright cheeky.

Controlling a Valkyrie in combat isn't a doodle - it takes a little while before everything falls into place. You can do pretty much anything in terms of control - if there's a ship coming head-on, spewing laser-fire your way, you can strafe around and attack it from behind. If you're at the centre of crossfire, you can initiate a burst of warp-speed and get the hell out of there - in reverse. It's all down to the comprehensive nature of the controls.

But it's the details that'll win you over in the end. Like the way Borg ships modulate their shields to render your weapons ineffective, forcing you to change weapon mid-dogfight. Or the smashing billowy effect when you're inside the skirts of a larger ship's energy shields. Or the way that stricken ships spin off uncontrollably before blowing into their component atoms.

Star Trek: Invasion is a fabulous 3D space shooter with unsurpassed graphics, a great plot and superb attention to detail.





Activision
Warthog
Out now
US
Space combat
\$79.95 (NZ\$99.95)

WHY NOT TRY.

Colony Wers: Red Sun 9/10 PSM 33 Ace Combet 3: Electrosphere 8/10 *PSM* 31 G-Police: Illegonos Of Justice 8/10 PSM 28



GRAPHICS	10
GAMEPLAY	9
LIFESPAN	8

- Absolutely gorgeous. Our eyes are in love.
- The hyperactive but well-groomed child of Colony Wars.
- 8 Oodles of missions and a two-player mode will keep you blasting.

What's happening? Star Trek games shouldn't be this much fun. Invasion is the definitive PlayStation 3D space shooter and probably the best Trek license ever.











Grind Session

You could be tricked into thinking this is the sequel to Tony Hawk's Skateboarding and not its namesake playtested just a few pages ago...

rind Session is so similar to Tony Hawk's Skateboarding that you could be forgiven for thinking that the two games come from the same developer. Thankfully though, *Grind Session* does have just enough differences and improvements over *THS* to make it a very worthwhile game in its own right.

Those of you that have played THS before (which should be just about everyone) will be able to get into Grind Session straight away. It plays more like a semi-sequel to THS, with some new levels to skate around in and slightly different objectives, but with crisper graphics and a few little tweaks to make it stand out.

There are six different skateboarders to choose from - Willie Santos, Daewon Song, Cara-Beth Burnside, Ed Templeton, John Cardiel and Pigpen. Each skater is rated by two categories - street skill and vertical skill.

Again, much like THS you start with only one unlocked course and you need to perform certain tasks in each successive course to unlock more levels. Most of the courses are set up like THS - half-pipes everywhere, plenty of rails, rooftops to sky off, glass to smash, ramps to throw yourself off... Basically if you can grind it or launch off it, it's in Grind Session.

The Burnside course that was in THS is also in Grind Session, but the reproduction of the famous skate park is a little more true to life here. You can now get up to the top of the largest wall and there is a small, three-part fence for you to grind off. You can also jump the fence and start skating around in the parking lot if you want, which is a nice change from being stopped by invisible walls in mid-air.

Each level is quite large, with plenty of hidden areas to explore. Achieving varying levels of 'respect' in each course unlocks levels. You earn respect by performing certain combos, getting a massive score on the level or by completing the tasks that are specific to that level - anything from breaking boom boxes to scaring pigeons.

The main difference Grind Session has over THS is the 'Skaters Eye'. By holding down L2 the game pauses and you go into a pseudo first-person mode, and the areas to achieve the best combos are highlighted. The areas are colour-coded, and by performing these combos you are rewarded with additional time to clear the level. Combos vary from the very simple to the extremely complex and are by far the hardest part about earning respect. However, they are also the most rewarding.

Graphically, Grind Session has plenty of eye candy to keep you entertained. The skaters, in particular, look great and are extremely well animated. While they may not differ much in performance, you'll never get two of the skaters mixed up. Pigpen is especially impressive, with his low hanging pants and wicked assortment of tattoos. Each environment also looks good, but not as good as the characters. Everything is brighter and more vibrant than you'd expect, especially PlayStation Park in London. It looks like a skate park that was created by The Wiggles. Also, there are some nice graphical touches that you wouldn't expect like your character glowing (think "He's on fire!" in NBA Jam) when a particularly impressive move is performed.

Thankfully Grind Session features some of the best artists from the worlds of hiphop and thrash (the two genres of choice for skaters, or so it seems). Artists like KRS-One, Jurassic 5, GZA, Dr. Octagon and NoFX help set the mood of the game superbly.

Overall, it has taken the best bits of Tony Hawk's Skateboarding and presented it in a slightly tweaked package that works on all levels. It's not quite as good as either of the *Tony Hawk* offerings, but skateboarding fans should check it out nonetheless **Ewan Corness**







- 1 Nothing wrong with a little bump 'n' grind..
- 2-3 Wetch your noggin as you traval feet eround hard, peved erees.
- 45 Despite following Tony so closely, it never quite captures that Hawk
- 67 ...but it smouldare away with some good ideas and enjoyable stages.

F.Y.I.







Tony Hawk's Skateboarding

Thrasher: Skate And Destrou

9/10 PSM 38

9/10 PSM 38

8/10 PSM 31

VERDICT



GRAPHICS GAMEPI AY IFESPAN

- 8 The characters look particularly impressive.
- 8 If you can do it in Tony Hawk, you can do it here.
- 9 Plenty to unlock and nice open 'boarding environments.

Yeah, it's taken some inspiration from Tony Hawk's Skateboarding, but if you're going to steal ideas, steal them from the best. Tony Hawk is still the champ, but Grind Session is not far behind.











12 A little twinkle serves to dietinguieh the location of points, collectable items and oth hotsoots from the pre-rendered

745 The reflection effects are lovely but the cut-scen ere terribly etilted and









Parasite Eve II

Parasite Evil? Resident Fantasy? Square's been splicing all your favourites, but the crossbred gameplay results in more than the expected gut-wrenching fear-fest.

laying a professional monster-hunter in modern-day America has its charms, no question. But it would be more exciting to feel trapped and autnumbered on occasion. Parasite Eve II is a stylish take on the cinematic adventure, and surprisingly the gameplay results in a sturdy carebral challenge.

While its predecessor (never released here) was a moviebased RPG, Eve II borrows more heavily from Resident Evil, right down to the plot which has Agent Aya Brea chasing down shambling mutants in deserted locations. Besides the gory FMV, one of the reasons for its MA15 rating is that the creatures you face are the most hideously ugly freaks, with just enough humanity coming across a shotgun just when the level designers knew you would need it most.

Another secret of Resi's success is that Capcom worked hard to remove the usual clutter from the screen. Left with nothing but a spooky camera angle, some inadequate firepower and a blind corner, it's easy to identify with the lonely, feeble protagonist's predicament - even to the point where you jump when they're surprised. Well, Eve II puts all that furniture back, filling your view with HP/MP meters, ammo counters, motion sensors and other empowering devices. As soon as a monster appears you're given a battle warning, a target pops up and the stats start to roll in.

"Absent is the thrill of coming across a shotoun just when you need it most ...

to make them really disturbing. But if Eve II's technical prowess, neat mapping system and arsenal of weapons all look tasty enough, there are still some uncooked vestiges of role-play that foul up the soup.

Take the shopping aspect, where the Bounty Points you earn from killing mutants can be spent on equipment. Resource management can make for good gameplay, but look at what you lose in atmosphere. Absent is the urgency of trying to ration your ammo until the next save point, or the thrill of In being reminded that you're in control of a combat sequence, you're distanced from any involvement with the horror on screen. Cast a spell - sorry, 'use your parasite energies' - and you can even pause the whole battle for a good look at your enemies.

By rights, Parasite Eve II should be more exciting than your average RPG. But by injecting itself with the survival-horror serum, it promises a game it can't deliver. This is what happens when you mess with nature.

Zy Nicholson

F.Y.I.



Publisher:	Sony
Developer:	Square
Release dete:	Out now
Origin:	Japan
Style:	3D combat/adventure
Price:	\$89.95 (NZ\$99.95)

WHY NOT TRY.

Resident Evil 3 Nemesis 9/10 PSM 30 8/10 PSM 24 Nightmare Creatures II 7/10 PSM 37



GRAPHICS GAMEPLAY LIFESPAN

- 8 Great effects and rendering, but some claggy cut-scene animation. Like the tagline states 'survival-horror the RPG edition',
- 6 Not quite scary, and not quite strategic either.
- 4 Only the super-tough replay secrets stop this being super-short.

the curious hybrid of gameplay makes it interesting, but it also prevents Parasite Eve II from being a total success.













Terracon

Play a big-headed alien in this high-energy blast-a-thon. But don't think you can just leap about and collect sparkles - people could die.

he Greys belong to a civilisation older than our own and look a lot like the little fellas in Men In Black. But they messed up. The great robot they built to alter the atmosphere of uninhabitable planets and solve their over-population problem has turned on them. Now it must be stopped. The premise may be familiar, but *Terracon* manages to twist it into something surprisingly original.

As the robot they created - the eponymous Terracon - gained consciousness, it developed a God complex and destroyed the Grey's home planet. The machine is now making its way through the galaxy, blowing up every planet in its path. You play Xed, the only Grey to escape the onslaught, and have undertaken the massive task of activating each planet's defences to stave off Terracon. Got it? You're a kind of Last Grey Standing, but you do get some assistance. Aside from one of those backpack-tube-energy gun things, there's the computergenerated spirit of Doc, a patriarchal know-all in the Obi-Wan mould.

You wander across planets gathering Genergy, destroying baddies, saving worlds and zapping the odd unsuspecting deer or two in what is essentially a 3D platformer. There are distinct puzzle and action elements, and developer Picture House has come up with several neat ideas to enhance the experience - most notably the stuff known as Genergy. It's a form of energy that comes in several fetching colours and can be used to generate useful objects (like platforms), as well as to defeat enemies and destroy buildings. The intriguing Genergy basis of the puzzle element is backed up by other details such as the retro weapon power-ups that swirl around your body to double your firepower or speed up firing. Each pick-up you collect on a level can be replicated later by your ship. Trade anything you've collected on a mission to arm yourself for your next trip to the surface of the planet.

Every effort has been made to enhance the presentation of the menu screens and make them as accessible as possible. The three-dimensional Level Select screen is gaggingly gorgeous; forget randomly flicking through menus - you get a thematically linked interface that adds to the in-game atmosphere. Even during play the loading time for the level map is explained away as time spent 'downloading the dropship database' to ensure you remain embroiled in the action.

Smart, colourful graphics, a few weather effects and a variety of views are set against a few tricky segments where the controls are less effective because more precise movement is required (the handling of the Skimmer vehicle is plain dreadful).

But even the odd glitch, like the occasional disappearance of Xed and the slightly overwhelming targeting at close range, does little to mar the experience.

Otherwise, the game could afford to further play up the self-referential humour that marks out the best kids' movies and cutesy platformers to beef up their appeal to old 'uns. Terracon does feel quite serious in places, though not in terms of its graphics or overall theme. As you escape the clutches of your enemy, the bloodied carcass of one of your buddies floats by in space, but rather than seeming grisly, this is a slightly anomalous reminder of the plot. There is real danger lurking out there...

Terracon boasts brilliant level design - expect to think you've found just 16 per cent of the secrets. Its lifespan is dented somewhat by the samey tasks you face, but

Terracon is a lot of fun to play and successfully avoids compromising its plot or gameplay for a 'kiddie' audience.





1 Expect to light up the night sky with the dynamic explosions.

2 Night time can descend auddenly as you wender through 3D environments.

34 Groteeque colours, etrange troueers - it can only be an elien planet. Or '70e night. 5 Use sperkly etuff to regenerate buildings, creete pletforme end drop ecenery on your

miee. Then do it some more. 6 Specey cut-scenee immerse you in the world of Terracon - no meen feet for a





Developer: Release date: Out now Origin: Style: Action-adventura shoot 'em up \$49.95 (NZ\$49.95) Price:

WHY NOT TRY...

9/10 PSM 24 Ane Escane Spyro 2: Gateway To Glimmer 9/10 PS/TI 28 8/10 *PSM* 24 Crac 2



VERDICT



GRAPHICS GAMEPLAY LIFESPAN

- 9 Slick, outlandish and colourful, with rare glitches.
- 7 Slightly samey tasks and occasionally clumsy controls.
- 8 Compulsive atmosphere and highly replayable

Didn't expect ultra-realism here. This is colourful, polished fun peppered with neat touches, and despite unpromising beginnings, highly original. A pretty, fun platformer.

ROUNDUP)



Tony Hawk's Skateboarding

Publisher: Activision Developer: Neversoft Release date: Out now Origin: US Style: Sketeboerding sim

Players: Two Extras: Memory Card, Duel Shock, Analog Price: \$49.95 (NZ\$49.95)

It's already a year since the perennially gnarly Tony Hawk's Skateboarding was released. It's no wonder it's about to receive the famous Platinum label because it showcases everything a skateboarding game should. Here was a game that was often dreamt about by skaters and only spoken of in 'imagine if...' terms. The

development team packed a VERDICT fantastic game engine in with huge and impressive levels, a crew of top pros, real-model decks. awesome replays,

hidden features and the best skater the world has ever seen even got to emblazon his name across the cover. Undoubtedly, the real strength of the game is the engine which provides a super-responsive, trick-oriented game. The tricks and point system allow for endless combos and unlimited variety, and in another first for a skating game, the head-to-head mode was worth playing. While THS has been superseded, it still plays like a champ and will withstand the test of time. It is in the Platinum leagues for a reason, RY



Army Men: Operation Meltdown

Publisher: Sony Developer: 300 Release date: Dut now Origin: US Style: Third-person 30 shooter

Players: Two Extras: Memory Card, Duel Shock, Analog Price: \$59.95 (NZ\$99.95)

Here comes another instalment in the continuing story of the green army's battle against dodgy controls, poor graphics and repetitive gameplay. Yes, it's a third-person 3D shooter again, but no, none of the problems of the dismal Army Men or Sarge's Heroes have gone away. Aiming weapons is still deeply

VERDICT

unpleasant - why aren't there any crosshairs to show where you're shooting? While the crawl-and-duck moves that should introduce an element of stealth just mean you get shot in a prone position. The scenery merely compounds the agony as palm fronds and bushes block your view (but don't hide you from the enemy) and you constantly squint at the horizon trying to make out the distant sentries. To be fair, Meltdown is marginally less excruciating than Sarge's Heroes, but thenit's still ugly, frustrating and repetitive. It's hard to point out Meltdown's major malfunction. What's missing is anything new and what's there is shoddy and lacklustre War has never been so tedious, PW





Tarzan

VERDICT

Publisher: Sony Developer: Dieney Interactive Release date: Dut now Origin: US Style: Pletformer

Players: Dne Extras: Anelog, Duel Shock, Memory Cerd Price: \$39.95 (NZ\$39.95)

It came as somewhat of a surprise when Disney released Tarzan around the same time as the animated movie last year, as it went against all traditions by presenting itself as a half-decent platformer. With its rich colours, cute cartoon cast and action-based storyline, the 16 levels mimic the movie virtually scene for scene.

featuring a mixture of typical 2D side-scrolling platform duties, including tree climbing, vine swinging, plus jumping and sliding over obstacles. The other levels are delivered in 3D, which not only helps break away from the restrictive side-scrolling syndrome, but challenges players to master other dexterous skills such as avoiding a herd of stampeding elephants, and navigating a hazardous river of obstacles. Most of the game is spent controlling Tarzan, while certain levels see you playing as his ape mate Terk, as well as his love interest Jane. Overall, the control is well implemented, and for the most part accurate and responsive. A good mix of challenging levels for young and old. MW



Pool Academy

Publisher: Ubi Soft Developer: Aak Release date: Dctober Origin: Japan Style: Pool aim Players: Eight

Extras: Duel Shock, Analog, Memory Card Price: \$54.95 (NZ\$89.95)

This is a hard game. If you're expecting the traditional pub pool table of bigs and littles, you'll be disappointed with Pool Academy. Rather than the usual eight ball, you get four distinctly American variants of pool, Nine-ball will be familiar to some, but the others -Rotation, Bowlard and Tidiwinks - will mystify

VERDICT

all but the most ardent Yankophiles. Still, learning to these variants and developing better tactics should be part of the fun. Except that

it isn't. Fun, that is. The problem's not with the physics of the game, which are pretty accurate, but with the way you interact with it. The game camera will only let you move by zooming in and out and tilting up and down around the cue ball, making it hard to judge many shots. There's not enough fine control either, leaving you frustrated when you can't get the shot you want. To compound these fundamental problems, there's practically no help lining up shots. And the lack of a power guage makes it all too much like hard work, Disappointing, CB





VERDICT

[PLAY **TEST**]



The X-Files

Publisher: Sony Developer: Hyperbole Studios Release date: Out now Origin: US

Style: Point and click advanture Players: One Extras: Memory Card Price: \$39.95 (NZ\$39.95)

Point-and-click adventures have never been the most popular games on PlayStation, usually due to the clumsy control method of using a control pad instead of a mouse. The X-Files is a good example of this problem. However, there are many other problems that hamper this title as well. Firstly, Mulder and Scully don't run

around and chase aliens and other wacky creatures. Instead, you're chasing a kidnapped Mulder and Scully, playing the role of Agent Willmore. This, and the fact that the haunting X-Files music is missing, doesn't help the game give off that whole X-Files 'atmosfear'. Also, moving Agent Willmore around isn't done in the most logical way. For example, if you are instructed to go to a certain room at headquarters, firstly you need to find the room. Shouldn't Willmore know where it is already? Once you get past the game's obvious flaws, there is a mildly interesting adventure to be found. Diehard fans of The X-Files TV series will undoubtedly love this game, but the rest of the world might find it a little clumsy. EC



FA Premier League Stars 2001

Publisher: EA Developer: EA Sports Release date: Out now Origin: UK Style: Soccer sim Players: Two

Extras: Memory Cord, Dual Shock, Analog Price: \$79.95 (NZ\$99.95)

To call Stars 2001 rough around the edges is unfair, It is simply rubbish. While it is based on the very sound idea of developing your chosen team via on-pitch prowess, the basic match day action consists of frustrating controls, sluggish reactions and shoddy aesthetics. Basically, Stars 2001 is the antithesis of FIFA. Granted, passes

are handled intelligently, but VERDICT listless shooting and defending results in too many missed opportunities. It's also tactically inept as defenders leave wide

open spaces and midfielders bunch together. Graphically the players are reduced to clumsy clusters of shapes. While this looks fine from afar, the close-ups afforded by the replays reveal the true visual horror. The game's one saving grace comes in the form of the stars system, which is used to improve team performance. While it breaks new ground with the inclusion of kits and sponsors, it also manages to afflict the game's biggest names with bulging foreheads and bucket-shaped skulls... It's as if the faces have been changed to protect the innocent. SM







Spyro 2: Gateway To G

Sonu Develocer: Insomniec Release date: Dut now Origin: US Style: 3D pletform edventure

Players: One Extras: Duel Shock Price: \$39.95 (NZ\$39.95)

To the untrained eye, the presentation, graphics, control and gameplay don't seem much different from Spyro The Dragon, however, this time around, life for Spyro is filled with bigger levels, more moves and tougher puzzles. Through the course of Gateway To Glimmer, Spyro is introduced to a swag of new moves

including swimming, diving, VERDICT climbing, hovering, supercharging, spitting, ice-skating, ground stomping and more. As before, exploring each level

and collecting gems and orbs takes up a large slab of the action in the game, but the focus is more so on the completion of certain goals. Each level within the 30 worlds requires you to complete different tasks unique to that level. The tasks are broken into primary and secondary objectives. The improved interaction with other characters, along with a deeper storyline, makes for a more engaging experience. Add to that the assortment of new moves and fresh challenges, and this is one occasion where a sequel does the original justice. MW



Cool Boarders 3

Publisher: Sony Developer: 989 Studios Release date: Out now Origin: US Style: Snowboarding sim

Players: Two Extras: Memory Card, Duel Shock, Analog Price: \$39.95 (NZ\$39.95)

Cool Boarders 3 is a solid title that will hold your interest for a while. The problem? If you've played either of the previous Cool Boarders games, this will just be a case of "been there, seen this, done that". Even though there are numerous courses to unlock and several different characters to use, the game doesn't have

that much replay value. Also, VERDICT each character is almost identical - the only way you can tell them apart is from their clothing! Having said that, the half-

pipe is always great fun to tear up, and the downhill courses have quite a few different obstacles for you to perform tricks off, such as buses, drain pipes and so on. Also, in the downhill events you now have the ability to punch your opponents, and even though it doesn't work that well, it's still fun to punch a mate in the face (in the game of course, not in real life). But at the end of the day, while Cool Boarders 3 looks pretty good and it's fun enough to play, it's really not that much different from the first two. EC





Publisher: Sony Developer: Squara Release date: Out now Origin: Japan Style: RPG Players: One

Extras: Qual Shock, Analog, Mamory Card Price: \$39.95 (NZ\$39.95)

If you are one of those few sad PlayStation gamers who has never fallen under the Final Fantasy spell before, Sony has given you extra incentive by rushing FFVIII into the cheap Platinum price range, If you hurry, you've probably got just enough time to finish it before FFIX arrives. FFVIII covers the exploits of Squall

VERDICT

Leonhart and some other students who are training to become SeeD (like Special Forces) in Dole's Garden acade-Superpower Garbadia declares war on Dole, and in the course of the game Squall must deal with his rivalry with Seifer, his passion for Rinoa, the mystery of dream soldier Laguna Loire, as well as take care of the evil sorceress Edea and generally save the world. Right from the opening cinematic you know you're in for a treat, and some of the computer animated scenes are the best ever seen. There's over an hour's worth of cinematics in total, and while the story does take a while to build in intensity, the clips make all that combat effort worthwhile, Bring on FFIX! SC



Infestation

Publisher: **Ubi Soft** Developer: **Prontiar** Release date: **Out now** Origin: **UH** Style: **Action/shoot 'am up**

Players: One Extres: Memory Card, Ouel Shock, Analog Price: \$54.95 (NZ\$89.95)

Picture this: intergalactic battles, a new frontier, laser beams, futuristic battle pods and arid alien terrain. Apart from sounding like a dodgy movie plot from the '70s or a videogame from the '80s, this also pretty much fits the description of Infestation. Not only does Infestation look appalling, but it's littered with bugs and

disappearing scenery. It is frustrating, unenjoyable and represents a new low for this genre. You must fight evil space robots in vast environments. When you do encounter the enemy they fire a poor excuse for a laser bolt and there's little room for a smart approach to fighting. There is an attempt to add some depth by enabling you to collect crystals to upgrade your ship, but the game's simplicity and sheer ugliness make it a largely futile effort. There are plenty of weapons, missions and mutating baddies in there, but you'll be lucky to see out the first mission. It's frustrating and unrewarding to play, and not the game to give this tired genre a wake-up call. Leave it on the shelf. LH



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Vih Rihhon

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Theme Park World

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Wipeout 3 Special Editon

The Misadventures Of Tron Bonne

UEFA Champions League: Season 99/00



PSM 34

PSM 34

PSM 37

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PSM 34

PSM 37

PSM 37

PSM 34

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Powerline tips

PSM and Powerline join forces to bring you the ultimate cheats service direct from Sony itself.

The Official PlayStation Powerline provides gamers with an incredible amount of gaming advice that's only a phone call away. We'll be featuring the latest additions to the Powerline each month.

Call = 1902 262 662 (Australia only) and, once connected, press 0 to access the main menu (Australia only). The menu options are:

- 1. Speak to a member of Team PlayStation (9am-8pm EST, seven days a week).
- 2. 'Cheats Heaven'. Punch in the five-digit code located on your game CD above the PlayStation logo and after the letters SCES or SLES.
- 3. New and upcoming PlayStation games information.

- 4. PlayStation game of the month.
- 5. This month's Top 10 titles.
- 6. Information on PlayStation peripherals.

The Powerline is charged at \$1.50 per minute (NZ\$1.69) - a higher rate applies if calling from mobile or public phones. Callers aged under 18 must obtain a parent's permission before phoning.

The service is available 24 hours a day, 365 days a year and is operated by CT-Solutions in Australia and Syncomm Ltd in New Zealand.

For instructions on how to access the Powerline in New Zealand, please follow the instructions below

Muppet RaceMania

Enter the following codes at the screen where the Muppets are shooting each other and racing over the Muppets RaceMania logo. A message will display

if you are successful. Unlock the 24 main characters: ●, ▲, X. O. A. X. O. **▲**, **■**, **×**

Unlock arches: ■, ●, ×, ●,

■, **△**, **⊙**, **×**, 0. A







04041

Hogs

Select 'New Game' at the main menu and at the 'Name Your Team' screen type PRYING PIGS to access all the FMV cut-scenes when you

start the game.





In Australia call

press O for the main menu

press 1 to speak to a live member of Team PlayStation

press 2 for cheats heaven and have your game code handy

press 3 for new and upcoming games information

for PlayStation game of the month

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press 6 for information on PlayStation peripherals

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In New Zealand call

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WWF SMACKDOWN

Shattered pelvis, broken wrist and detached retina? Say goodbye to all that with our massive moves list. It contains enough grapples, punches and kicks to put Mr Rock on his sequined butt...



SMACKDOWN

Deluded men dressed up as morticians and a man with the word 'ass' stamped on his rear... Wrestling is a strange world where the word 'sport' might not apply, but the word 'bloody popular' does. Despite all this pomp and ceremony, the WWF ring remains a violent place into which one shouldn't venture without a guide. Thus this.

WHO'S THE DADDY?

To the untutored eye, wrestling appears to be little more than two very big men trying to mate with each other while shouting very loudly, but that is to miss the nuances of this most noble combat.

There are three paths to victory: knockout, submission or pin. A knockout is nothing more than hitting an opponent repeatedly until they pass out. This is a time-consuming business that serves only to prolong the bout. A submission is, rather obviously. when the other wrestlers lose the will to continue. It is an unusual technique except for during the 'I Quit' matches, when it is the only path to victory.

The vast majority of bouts will be won and lost by use of a hold, or for the layman, putting your full bulk on top of an opponent. At first, a wrestler will be

able to break any grapple before the ref can count to three. So to make those pins more effective, always soften up a fighter first. Start with a flurry of punches and throw them on to the canvas. Stamping on them will weaken any remaining resolve before allowing them to get up once more and then repeating the dose. Now when he goes down, he'll stay there.

PINISHING MOVES

The most theatrical of moves are the gloriously overthe-top finishes. Activated by **U**, regardless of the individual, they can only be used when your wrestler has a green light beneath their power bar. When the moment arrives to clamber on to that top rope, the SmackDown logo will flash on screen and that final slap can be delivered.

WHICH MOVE?

The differences between the majority of moves are purely cosmetic. A punch, be it an Overhand Death Swing or a Knuckle Of Doom, is still a punch, and does the same damage. So while the actual move doesn't matter, the group does. Therefore a Dragon Screw throw will always be as effective as a Suplex; if less spectacular. The rule is that if a move is effective and easy to use, stick with it.







TEAM EVENTS

Divide and pound is the simple rule for any team event. However strong your opponent is, they won't last against two other fighters. Instead, separate the pair by diving out of the ring and taunting one so they can be flattened while their friend looks on. To shorten this process, inspect the state of both wrestlers' stamina before the bout begins. Those with only a half-full heart won't be able to last the distance and should be targeted at every opportunity, even to the extent of standing between them and the outstretched arm of their tag team partner.

RING DUTS

When a wrestler exits the ring, be it over the ropes or under their own steam, a countdown will start. This leaves just a three-count to climb back and resume combat or face disqualification. Turn this to your advantage by chucking an opponent out of the square and following him. Batter them until the count is about to reach its climax, then jump into the ring and stop them getting back up.

BEHIND THE SCENES

There is a whole world in WWF outside the ring. To escape its limits select a match not restricted by Ring Outs, such as a Hardcore match. Then use one of the throws to launch your opponent up the entrance ramp and through the curtain into a whole new series of locations.

WEAPONS

Sometimes there are no limits. In Hardcore matches, any weapon can be scooped up and used to abuse the other participants. From chairs to microphones, almost anything can be turned into makeshift weaponry by picking it up with L1 and using as normal. The bad news is that despite the sheer glamour of smacking the Undertaker in the face with a chair, it doesn't do any more damage than a sound slap.

THE BELTS

Collecting a belt involves slapping the current titleholder until you can claim their title. Those who prefer to take a shortcut might like to try setting up a two-player Pay Per View (PPV) match. Now beat up on the uncontrolled second player and just take his belt from him. Easy. It might not make for the greatest viewing figures, but there can't be any easier way to gain fame and fortune.

DDUBLE TEAM

On those special occasions when the Hardy Brothers or Edge and Christian can team up together, they can pull off their own team moves. They can combine if one of them forces their opponent into the corner and performs a taunt with L2. Pressing ▲ will cause the other character to run over and pile in when you stab *.



CREATE A CHARACTER

Using the self-assembly method favoured by Dr Frankenstein, you can fashion your very own wrestler from others' body parts and throw them into the melee. After choosing a style and a sparkly costume, they can go on to aim for belts, titles and a bit part in a TV mini-series.

PROPILE

Selecting the nickname of your wrestler is one of the most important decisions you can make. The rest is purely cosmetic, except for selecting your favourite star, as this will make the



APPEARANCE

From slender, leather-clad nubile to hefty gimp, you can create any type of cretinous character to do your bidding. Tall or short, it might be fun, but what really matters is selecting the fighting style of your new friend.

FIGHTING STYLE

Always try and select a style of combat that suits your own technique. Those who like to just stand still and hit their opponents will suit Roughneck or Powerhouse moves, while those who prefer mobility should focus on Speedy or Technical skills. It is possible to create a wrestler who is balanced in all areas, but they are often weaker due to a lack of finishing moves. Also, when it comes to other complementary skills, try to choose abilities that complement those you already have. A man who excels

in Women's matches is less than useful, as are many of the basic social skills, such as Good Speaker. This is wrestling, and the only means of communication should be with a clenched fist.

PRE-SEASON

Before your newly sired freak can compete, they must be entered in the tough pre-season schedule. They will be thrown into a series of events in which victories will earn further development points. These can then be spent improving the skill and power of the character until they are ready to step into the big-time with all the other stars of WWF.





Kick: * Double Axe Handle Smash: 1

Double Axe Handle Smash: ↓

Chop: ← + * Kick: → + *

GRAPPLE

Irish Whip:

Eye Gouge: \uparrow + •

Eye Gouge: \downarrow + •

Forearm Clubs: + +

Arm Wrench: → + ●

STATUS: BEHIND

Irish Whip:

Turn Opponent Around: Direction +

OPPONENT STUNNED

Irish Whip:

Side Suplex: ↑ + ●
Piledriver: ↓ + ●

Forearm Clubs: + +

Arm Wrench: → + •

OPPONENT DOWN

Angry Stomp: ● or ← or → +

Angry Stomp: ↑ or ↓ + •

STATUS: NEAR HEAD

Pick Opponent: ↑ + •

Sleeper: ↓ + • Knees To Arm: + or + +

STATUS: NEAR FEET

Knee Smash: 1 + 0

Leg Lock: ← + ●

Kick To Leg: → + •

RUNNING

Shoulder Block: *

Shoulder Block: Direction + *

STATUS: FACING

Neck Breaker:

STATUS: BEHIND

Bulldog: •

OPPONENT RUNNING

Irish Whip: •

Back Body Drop: Direction +

OPPONENT IN CORNER

STATUS: FACING

Irish Whip: Mudhole Stomping: ↑ or ↓ +

Vicious Choke: ← or → + ● STATUS: BEHIND

Irish Whip:

Super Back Drop:

Direction +

TURNBUCKLE

STATUS: OPPONENT

STANDING

Double Axe Handle: * STATUS: OPPONENT DOWN

Knee Drop: *

Elbow Drop: Direction + *

FINISHER

STATUS: OPPONENT STANDING, FACING Stunner: U

TRADEMARK

STATUS: OPPONENT DOWN

Sleeper Hold: ↑ + •

MANKIND

ATTACK

Austin Punches: *

Toe Kick: ← + × Chop: → + × Body Punch: ↑ + ×

Standing Clothesline: 4 + *

GRAPPLE

Whip To Ropes:

DDT: ← + ●

Scoop Slam: → + ●

Eve Rake: 1 +

Manhattan Drop: ↓ + ●

STATUS: BEHIND

Whip To Ropes:

Face Crusher: ← + ●

Back Drop: → + ●

Diving Reverse DDT: ↑ + ● School Boy Rollup Pin: ↓ + ●

OPPONENT STUNNED

Whip To Ropes:

Double Arm DDT: ← + ● Hard Scoon Slam: → + •

Pulling Piledriver: ↑ + ● Jackknife Powerbomb: ↓ + ●

OPPONENT DOWN

Angry Stomp: * Leg Drop: ← or → + ×

Elbow Drop: ↑ or ↓ + × STATUS: NEAR HEAD

Lift Opponent To Feet: •

Camel Clutch: ← + ●

Sleeper Hold: → + ● Mounted Punches: ↑ + ●

STATUS: NEAR FEET

Lift Opponent To Feet: • Knee Stomp: ← + ●

Overhead Toss: -> + Leg Lock: ↑ + •

Leg Hook Pin: ↓ + ●

RUNNING

Clothesline: *

Shoulder Block: # + Direction STATUS: FACING

Neck Breaker: STATUS: BEHIND

Face Crusher: • (Behind

Opponent) OPPONENT RUNNING

Monkey Toss: •

Powerslam: • + Direction

OPPONENT IN CORNER

Whip To Opposite Corner:

10 Punch: ← or → + ●

Mudhole Stomping: ↑ or ↓ +

STATUS: BEHIND

Whip To Opposite Corner: Super Back Drop: Any

Direction +

TURNBUCKLE

Double Axe Handle: * Front Dropkick: # + Direction

STATUS: OPPONENT DOWN Knee Drop: *

FINISHER

STATUS: OPPONENT

STANDING, FACING, STUNNED The Mandible Claw: U

TRADEMARK

Double Arm DDT: ← + ● STATUS: OPPONENT

STANDING, FACING. STUNNED

Mr. Socko: Direction + L2



ATTACK

Middle Kick: * Double Axe Handle: + * Dropkick: ↓ + ×

Back Flhow Smash: → + *

Irish Whip:

Slap: ← + *

Scoop Slam: 1 + Club To Neck: ↓ + • Snapmare: ← or → + ●

STATUS: BEHIND

Whip To Ropes: Reverse Pin: ↑ or ↓ + ● Turn Facing Front: ←or → +●

OPPONENT STUNNED

Irish Whip: Small Package: ↑ + •

DDT. J + Suplex: ← or → +

OPPONENT DOWN Angry Stomp: * or Direction +

STATUS: NEAR HEAD Pick Opponent: ↑ + • Knee Smash: ← or → + •

STATUS: NEAR LEGS Pick Opponent: ↑ + •

Knee Stomp: 4 + Leg Lock: ← or → + ●

RUNNING Shoulder Block: *

Dropkick: Direction + * STATUS: IN FRONT

Neck Breaker:

STATUS: IN BACK

Bulldog: OPPONENT RUNNING

Irish Whin:

Shoulder Back Toss: ● +

Direction OPPONENT IN CORNER

Irish Whip:

Shoulder Thrusts: ↑ or ↓ +

Choke: ← or → + ● STATUS: BEHIND

Irish Whip: •

School Boy: ● + Direction TOP TURNBUCKLE

STATUS: OPPONENT STANDING

Double Axe Handle: * Missile Dropkick: Direction +

STATUS: OPPONENT DOWN

Elbow Drop: ★
Knee Drop: Direction + ★ FINISHER STATUS: STANDING OPPONENT, FACING, STUNNED



'STONE COLD' STEVE

AUSTIN

ATTACK

Standing Clothesline: ↓ + ×

GRAPPLE Whip To Ropes:

Suplex: → + •

Side Buster: 1 + STATUS: BEHIND

Turn Facing Front: → + ●
Sleeper Hold: ↑ + ●

OPPONENT STUNNED

DDT: → + ●

Side Buster: ↓ + ●

Angry Stomp: *

Angry Stomp: ↑ or ↓ + * STATUS: NEAR HEAD

Mounted Punches: → + ●

Pin: J + STATUS: NEAR FEET

Kick To Groin: ← + ●

Overhead Toss: 1 + •

RUNNING

Power Clothesline: *

Direction Press And Knuckle: • (In

Shoulder Back Toss: • +

OPPONENT IN CORNER Foot Chake. A or + +

Super Back Drop: Any

TURNBUCKLE Double Axe Handle: *

FINISHING MOVE CONDITIONS: OPPONENT

STANDING, FACING, STUNNED

TRADEMARK STATUS: OPPONENT



Austin Punches: *

Snap Jab: ← + × Toe Kick: → + × Overhand Punch: 1 + *

Scoop Slam: ← + ●

Fve Rake. 1 +

Whip To Ropes: • Back Drop: ← + ●

Bulldog: ↓ + ●

Whip To Ropes: • Stunner: ← + ●

Piledriver: ↑ + •

OPPONENT DOWN Austin Elbow Drop: ← or → + ×

Lift Opponent To Feet: • Mounted Punches: ← + ●

Sleeper Hold: 1 + •

Lift Opponent To Feet: •

Leg Lock: → + ●

Leg Hook Pin: ↓ + ●

Shoulder Block: # +

Front Of Opponent) Bulldog: ● (Behind

Opponent) OPPONENT RUNNING Monkey Toss: •

Direction

Whip To Opposite Corner: Shoulder Thrusts: ← or → + ● STATUS: BEHIND

Whip To Opposite Corner:

Direction + •

STATUS: OPPONENT DOWN Diving Elbow: *

Stone Cold Stunner: L

STANDING, FACING, STUNNED Stunner: ← + ●

VAL VENIS

1111111111111

Chop: × Austin Punches: ← + * Elbow Smash: → + * Double Axe Handle: 1 + * Standing Clothesline: 4 + x

Whip To Ropes: DDT: + +

Scissors Sweep: → + •

Eye Rake: ↑ + •

Arm Wrench: ↓ + •

STATUS: BEHIND Whip To Ropes: Russian Leg Sweep: ← + ●

German Suplex Pin: → + •

Octopus Stretch: + + Atomic Drop: ↓ + ●

OPPONENT STUNNED Whip To Ropes: Double Arm Suplex: ← + ● Spine Buster: → + • Stomach Crusher: 1 +

Fisherman's Suplex (or The Porn-plex): ↓ + •

OPPONENT DOWN Angry Stomp: ← or → + × Angry Stomp: → + × Elbow Drop: ↑ or ↓ + × STATUS: NEAR HEAD

Lift Opponent To Feet: •

Mounted Punches: ← + ● Reverse Chin Lock: → + • Sleeper Hold: 1 + •

STATUS: NEAR FEET Lift Opponent To Feet: • leg lock ++

Kick To Leg: → + € Kick To Groin: ↑ + •

Pin: J +

Pin With Bridge: ↓ + ● RUNNING Back Elbow Smash: * Shoulder Block: # + Direction STATUS: FACING

STATUS: BEHIND

Monkey Toss: • Pulling Walk Slam: • + Direction

OPPONENT IN CORNER

Whip To Opposite Corner: •

Superplex: ← or → + ● Mudhole Stomping: ↑ or ↓ +

Direction +

TURNBUCKLE

STATUS: BEHIND Whip To Opposite Corner: Super Back Drop: Any

Double Axe Handle: * STATUS: OPPONENT DOWN Elbow Drop: * Knee Drop: ¥ + Direction

FINISHING MOVE STATUS: TURNBUCKLE. OPPONENT DOWN The Money Shot: U

STATUS: OPPONENT

Russian Leg Sweep: ← + ●

STANDING FACING

TRADEMARK

Neck Breaker Drop: School Boy Rollup Pin: **OPPONENT RUNNING**

STATUS: BEHIND

TURNBUCKLE Missile Drop Kick: * Wheel Kick: # + Direction STATUS: OPPONENT DOWN

STATUS: OPPONENT STANDING, FACING, STUNNED

STATUS: OPPONENT DOWN NEAR FEET Walls Of Jericho: ← + ● STATUS: TURNBUCKLE Missile Dropkick: *

Moonsault: ▲ + Direction + ¥

'Y2J' CHRIS JERICHO

ATTACK Snap Jab: * Middle Kick: ← + × Chop: → + *

Spinning Back Kick: ↑ + * Standing Clothesline: ↓ + *

GRAPPLE Whip To Ropes: • Snapmare: ← + ●

Jumping Arm Breaker: → + ● Reverse Suplex: ↑ + ● STATUS: BEHIND Whip To Ropes:

Diving Reverse DDT: ← + ● School Boy Rollup Pin: → + ● Reverse Brainbuster: ↑ + • Reverse Pin: ↓ + ●

OPPONENT STUNNED Whip To Ropes: • Double Back Breaker: ← + ● Small Package: → + •

Fisherman's Suplex: 1 +

Jackknife Powerbomb: ↓ + ● OPPONENT DOWN

Angry Stomp: * Elbow Drop: ← or → + * Angry Stomp: ↑ or ↓ + × STATUS: NEAR HEAD

Lift Opponent To Feet: • Mounted Punches: ← + ● Reverse Chin Lock: 1 + Pin: 4 + •

Lift Opponent To Feet: •

STATUS: NEAR FEET

Walls Of Jericho: ← + ● Kick To Leg: → + •

Overhead Toss: 1 + C Pin: J + • RUNNING Back Elbow Attack: *

Shoulder Block: # + Direction

STATUS: FACING Neck Breaker: •

STATUS: BEHIND Face Crusher: OPPONENT RUNNING

Monkey Toss: • Back Toss: ● + Direction OPPONENT IN CORNER

Whip To Opposite Corner: Mudhole Stomping: ← or →+ ● Superplex: ↑ or ↓ + •

Whip To Opposite Corner: Back Drop: Direction + •

Diving Headbutt: * Diving Moonsault: # + Direction FINISHING MOVE

Double Powerbomb: L TRADEMARK

STATUS: BEHIND Reverse Brainbuster:

STANDING, IN CORNER.

STATUS: OPPONENT

BUH BUH GODFATHER DUDLEY ATTACK Austin Punches: * Body Punch: * Double Ave Handle: 1 + * Chop: ← + * Overhand Punch: -> + X Clothesline: ↓ + × Standing Clothesline: ↑ + * Toe Kick: ← + × Shuffle Side Kick: ↓ + × Overhand Punch: → + * GRAPPI F GRAPPIE Irish Whip: Whip To Ropes: Hard Scoop Slam: ← + ● Manhattan Drop: 1 + 0 Eye Rake: ↓ + ● Scoop Slam: ← + ● Club To Neck: ↑ + ● Manhattan Drop: ↓ + ● STATUS: BEHIND Belly To Back Flip: → + ● STATUS: BEHIND Whip To Ropes: • + Anv Irish Whip: Direction Pumphandle Drop: 1 + 0 Back Side Slam: ↓ + ● OPPONENT STUNNED Bulldog: ← + ● Whip To Ropes: Back Drop: → + ● Pendulum Back Breaker: ← + ● OPPONENT STUNNED Fallaway Slam: → + ● Headlock And Punch: ↑ + ● Irish Whip: Piledriver: ↓ + ● OPPONENT DOWN Body Press Slam: 1 + • Piledriver: ↓ + ● Angry Stomp: ★ Leg Drop: ← or → + ★ DDT: ← + ● Bearhug: → + ● Elbow Drop: ↑ or ↓ + × OPPONENT DOWN STATUS: NEAR HEAD Angry Stomp: **x** or ← or → + Lift Opponent To Feet: • Camel Clutch: ← + ● Elbow Drop: ↑ or ↓ + × Sleeper Hold: → + ● STATUS: NEAR HEAD Short Arm Scissors: 1 + • Pick Opponent: ↑ + • Sleeper: ↓ + ● STATUS: NEAR FEET Mount Punches: ← + ● Lift Opponent To Feet: Knee Smash· → + ● Knee Stomp: ← + ● STATUS: NEAR FEFT Kick To Leg: → + ● Leg Lock: ↑ + ● Leg Hook Pin: ↓ + ● Pick Opponent: 1 + Slingshot: ↓ + ● Knee Stomp: ← + ● RUNNING Leg Lock: → + ● Diving Shoulder: * RUNNING Ho Train: # + Direction Clothesline: * STATUS: IN FRONT Shoulder Block: Direction + * Neck Breaker: STATUS: IN FRONT STATUS: BEHIND Neckbreaker: • School Boy Rollup Pin: STATUS: BEHIND OPPONENT RUNNING Bulldog: • Monkey Toss: • OPPONENT RUNNING Samoan Drop: • + Direction Irish Whip: OPPONENT IN CORNER Whirl Sideslam: Direction + Whip To Opposite Corner: OPPONENT IN CORNER Shoulder Thrusts: ← or → + ● Irish Whip: • Superplex: ↑ or ↓ + ● 10 Punch: ↑ or ↓ + ● STATUS: BEHIND Choke: ← or → + ● Whip To Opposite Corner: STATUS: BEHIND Super Back Drop: Any Direction Irish Whip: Super Back Drop: Direction + • TURNBUCKLE TURNBUCKLE Double Axe Handle: * Dropkick: * Shoulder Block: * + Any Double Axe Handle: Direction Direction + * STATUS: OPPONENT DOWN STATUS: OPPONENT DOWN Elbow Drop: * Elbow Drop: * FINISHING MOVE Elbow Drop: STATUS: OPPONENT Direction + * STANDING, FACING, STUNNED The Pimp Drop: U TRADEMARK STATUS: OPPONENT IN CORNER, FACING The Ho Train: # + Direction

THE UNDERTAKER ATTACK ATTACK Throat Thrust: * Double Axe Handle: ↑ + * Toe Kick: ← + × Standing Clothesline: 4 + * Body Punch: → + ¥ Toe Kick: ← + × Double Axe Handle: ↑ + × Overhand Punch: → + × Back Elbow Smash: ↓ + * GRAPPLE GRAPPI F Whip To Ropes: Irish Whip: Club To Neck: ↑ + • DDT: ← + ● Arm Wrench: ↓ + ● Hard Scoop Slam: → + ● Club To Neck: ↑ + ● Hard Scoop Slam: ← + ● Shoulder Breaker: ↓ + ● Side Buster: → + ● STATUS: BEHIND STATUS: BEHIND Irish Whip: Whip To Ropes: Diving Reverse DDT: ← + ● Full Nelson Slam: + + Back Side Slam: ↓ + ● Atomic Drop: → + ● Back Drop: ← + ● Sleeper Hold: ↑ + ● Atomic Drop: → + ● Pumphandle Slam: ↓ + • OPPONENT STUNNED OPPONENT STUNNED Whip To Ropes: • Irish Whip: Body Press Slam: 1 + DDT: ← + ● Front Body Press Drop: ↓ + ● Rib Breaker: → + • Choke Slam: 1 + Pendulum Back Breaker: ← + lackknife Powerbomb: 4 + Side Buster: → + ● ODDONENT DOWN OPPONENT DO Angry Stomp: D STATUS: NEAR I Pick Opponent: Sleeper Hold: 4 Camel Clutch: •

Knee Smash: ->

STATUS: NEAR I

Pick Opponent:

Leg Lock: ← + €

Overhead Toss:

Boston Crab: 1

Shoulder Block:

Clothesline: Dire

STATUS: IN FRO

STATUS: IN BACK

OPPONENT RUNNING

Powerslam: Direction + •

OPPONENT IN CORNER

STATUS: FACING FRONT

Shoulder Thrusts: ↑ or ↓ + ●

Super Back Drop: Direction + •

STATUS: OPPONENT STANDING

Bulldog:

Irish Whip:

Irish Whip: •

Irish Whip:

TURNBUCKLE

Elbow Drop: *

FINISHER

Bearhug: L

TRADEMARK

Choke: ← or → + •

STATUS: FACING BACK

Double Axe Handle: *

STATUS: OPPONENT

STATUS: OPPONENT

Body Press Slam: ↑ + ●

STATUS: OPPONENT DOWN

STANDING, FACING, STUNNED

STANDING, FACING, STUNNED

RUNNING

	OFFUNERI DOWN
WN	Angry Stomp: ¥
irection + 🗶	Knee Drop: ← + 🗶
HEAD	Knee Drop: → + *
↑ + •	Elbow Drop: ↑ + ¥
+ •	Leg Drop: ↓ + 🗙
+ •	STATUS: NEAR HEAD
+ •	Lift Opponent To Feet:
EGS	Darkness Choke: ← + ●
† + •	Sleeper Hold: → + ●
	Mounted Punches: ↑ + ●
→ + •	Darkness Pin: ↓ + ●
+ •	STATUS: NEAR FEET
	Lift Opponent To Feet:
×	Knee Stomp: ← + • or →
ection + ×	Kick To Leg: ↑ + •
NT	Leg Hook Pin: ↓ + ●

RUNNING Flying Lariat: Diving Shoulder: + Direction Neck Breaker: (In Front Of Opponent) Bulldog: (Behind Opponent)

OPPONENT RUNNING Monkey Toss: ● Shoulder Back Toss: ● + Direction

OPPONENT IN CORNER
Whip To Opposite Corner:
Walk On The Rope: ← or → +

Choke: ↑ or ↓ + ●
Whip To Opposite Corner: ●
Super Back Drop: Direction + ●
Walk On Top Rope: ← + ●

TURNBUCKLE

Double Axe Handle: *
Flying Clothesline: * +
Direction

STATUS: OPPONENT DOWN
Knee Drop: *
FINISHER
STATUS: OPPONENT

STATUS: OPPONENT
STANDING, FACING, STUNNED
Tombstone Piledriver:
TRADEMARK

STATUS: OPPONENT
STANDING, FACING, STUNNED
Choke Slam: ↑ + •

THE ROCH

ATTACK

Nhe Rock Punches:
Toe Kick: ← +
Elbow Smash: → +
Double Axe Handle: ↑ +
Clothesline: ↓ +
GRAPPLE

GRAPPLE
Whip To Ropes: ●
Scoop Slam: ← + ●
Club To Neck: → + ●
Eye Rake: ↑ + ●
DDT: ↓ + ●
STATUS: BEHIND
Whip To Ropes: ●
Back Drop: ← + ●
Russian Leg Sweep: → + ●
Steeper Hold: ↑ + ●
Atomic Drop: ↓ + ●

OPPONENT STUNNED
Whip To Ropes:
The Rock Rettorn

The Rock Bottom: ← + ● Jump Swinging DDT: → + ● Suplex: ↑ + ● Manhattan Drop: ↓ + ●

OPPONENT DOWN
Angry Stomp: *
Rock Stomp: + *

Rock Stomp: → + *

Angry Stomp: ↑ + *

Angry Stomp: ↑ + *

Angry Stomp: ↓ + *

STATUS: NEAR HEAD

Lift Opponent To Feet: ●

Steeper Hold: ← + ●

Knee Smash: → + ●

Mounted Punches: ↑ + ●
Pin: ↓ + ●
STATUS: NEAR FEET
Lift Opponent To Feet: ●

Kick To Leg: ← + ●
Leg Lock: → + ●
Overhead Toss: ↑ + ●
Leg Hook Pin: ↓ + ●

RUNNING
Clothesline: *
Shoulder Block: * + Direction
STATUS: IN FRONT

Neck Breaker:
STATUS: BEHIND
School Boy Rollup Pin:

OPPONENT RUNNING

Monkey Toss: ●

Samoan Drop: ● + Direction

TURNBUCKLE
Whip To Opposite Corner: •

Whip To Opposite Corner:
Shoulder Thrusts: ← + ●
Foot Choke: → + ●

Superplex: ↑ + ●
Foot Choke: ↓ + ●
STATUS: BEHIND

Whip To Opposite Corner: ● Super Back Drop: Any Direction

TOP TURNBUCKLE
STATUS: OPPONENTS STANDING
Double Axe Handle: *

STATUS: OPPONENT DOWN
Knee Drop: #
FINISHER

STATUS: OPPONENT DOWN, NEAR HEAD The People's Elbow: L

TRADEMARK
STATUS: OPPONENT
STANDING, FACING,
STUNNED
The Rock Bottom:

← + •

JEPP HARDY

ATTACK

Chop: ¥ Shuffle Side Kick: ↑ + ¥ Drop Kick: ↓ + × Snap Jab: ← + × Austin Punches: → + × GRAPPI F Irish Whip: Suplex: 1 + Arm Wrench: ↓ + ● Snapmare: ← + ● Scoop Slam: → + ● STATUS: BEHIND Irish Whip: Back Side Slam: ↑ + ● Diving Reverse DDT: ↓ + ● Back Drop: ← + ● German Suplex Pin: → + ●

OPPONENT STUNNED

Irish Whip: ●
Hurricanrana: ↑ + ●
Knee Smash: ↓ + ●
DDT: ← + ●

Gangrel Suplex: → + ●

OPPONENT DOWN

Angry Stomp: ★
Flip Splash: ↑ or ↓ + ★
Double Knee Smash: ← or → + ★
STATUS: NEAR HEAD
Pick Opponent: ↑ + ●
Knee Smash: ↓ + ●
Mount Punches: ← + ●
STATUS: NEAR LEGS

STATUS: NEAR LEGS
Pick Opponent: ↑ + ●
Slingshot: ↓ + ●

Knee Stomp: ← + ●
Kick To Leg: → + ●

RUNNING
Spinning Wheel Kick: *
Back Elbow Attack: Direction + *
STATUS: IN FRONT

Neckbreaker:
STATUS: IN BACK
School Boy:

OPPONENT RUNNING

Irish Whip: ●

Powerslam: Direction +

OPPONENT IN CORNER

Irish Whip: lacktriangleFrankensteiner: lacktriangle or lacktriangle + lacktriangleShoulder Thrusts: lacktriangle or lacktriangle + lacktriangle

STATUS: BEHIND

Irish Whip: ●

Super Back Drop: Direction + ●

Super Back Drop: Direction + ● TURNBUCKLE

TURNBUCKLE
STATUS: OPPONENT STANDING
Double Axe Handle: *
Missile Dropkick: Direction + *
STATUS: OPPONENT DOWN
Twisting Knee Drop: *

Diving Moonsault: Direction + *
FINISHER

STATUS: ON TURNBUCKLE,
OPPONENT DOWN
Senton Bomb: U

TRADEMARK STATUS: RUNNING





ATTACK

Chop: *

Big Boot: ← + × Body Punch: → + × Double Axe Handle: ↑ + *

Standing Clothesline: V + * GRAPPLE

Whin To Rones: Hard Scoop Slam: ← + ● Bearhug: → + ●

Pendulum Back Breaker: † +

Choke Toss: ↓ + ● STATUS: BEHIND

Whip To Ropes: •

Full Nelson Slam: ← + ● Turn Facing Front: → + •

Sleeper Hold: ↑ + ● Atomic Drop: ↓ + • OPPONENT STUNNED

Whip To Ropes: Strong Headbutt: ← + • Side Buster: → + ●

Body Press Drop: ↑ + ● Jackknife Powerbomb: ↓ + ●

OPPONENT DOWN Angry Stomp: ← or → + *

Elbow Drop: ↑ or ↓ + × STATUS: NEAR HEAD Lift Opponent To Feet:

Mounted Punches: ← + ● Darkness Choke: → + ● Camel Clutch: ↑ + ●

Pin. J +

STATUS: NEAR FEET

Lift Opponent To Feet: Knee Stomp: ← + ● Kick To Leg: → + •

Boston Crab: ↑ + ● Leg Hook Pin: ↓ + ●

RUNNING

Shoulder Block: * Drop Kick: # + Direction STATUS: IN FRONT Neck Breaker: STATUS: BEHIND

School Boy Rollup Pin: OPPONENT RUNNING

Monkey Toss: •

Shoulder Toss: • + Direction OPPONENT IN CORNER

Whip To Opposite Corner:

Choke: ← or → + ● Mud Stomping: ↑ or ↓ + • STATUS: BEHIND

Whip To Opposite Corner: Super Back Drop: Any Direction + •

TURNBUCKLE

STATUS: OPPONENT STANDING Double Axe Handle: *

Front Dropkick: # + Direction STATUS: OPPONENT DOWN

Elbow Drop: * FINISHER

STATUS: OPPONENT STANDING, FACING, STUNNED

The Showstopper: U TRADEMARK

STATUS: OPPONENT STANDING, FACING, STUNNED Body Press Drop: ↑ + ● STATUS: RUNNING Dropkick: ← + ● STATUS: OPPONENT STUNNED

CHYNA

ATTACK

Austin Punches * Double Axe Handle: 1 + *

Clothesline: ↓ + × Chop: ← + * Toe Kick: → + ×

GRAPPLE

Irish Whin: Eye Rake: 1 + • Club To Neck: ↓ + • Snapmare: ← or → + ● STATUS- REHIND Whip To Ropes: • Low Blow. + + Turn Facing Front: ← or → +

OPPONENT STUNNED

Irish Whip: ● Stomach Crusher: ↑ + ● Piledriver: ↓ + ● Arm Wrench: ← + ● Rib Breaker: → + ●

OPPONENT DOWN Angry Stomp: * or ← or → +

Elbow Drop: ↑ or ↓ + ×

STATUS: NEAR HEAD Pick Opponent: 1 + Camel Clutch: ↓ + ● Mount Punches: ← or → + ●

STATUS: NEAR FEET Pick Opponent: ↑ + •

Knee Stomp: ↓ + • Kick To Groin: ← or → + ●

RUNNING

Shoulder Block: * Thump: Direction + * STATUS: IN FRONT

Spear: STATUS: IN BACK

School Boy: •

OPPONENT RUNNING

Irish Whip: • Powerslam: Direction + •

OPPONENT IN CORNER

STATUS: FACING Irish Whip: •

Choke: ↑ or ↓ + • Shoulder Thrusts: ← or → + • STATUS: BEHIND

Irish Whip: Low Blow: Direction + •

TURNBUCKLE

STATUS: OPPONENT STANDING

Double Axe Handle: * Double Axe Handle: Direction

STATUS: OPPONENT LAYING

Elbow Drop: * FINISHER

STATUS: OPPONENT

STANDING, FACING, STUNNED The Pedigree: U

TRADEMARK

STATUS. BEHIND Low Blow:

H-PAC

ATTACK

Middle Kick * Snap lab: + * Spinning Kick: → + × Spinning Wheel Kick: † + *

GRAPPLE

Whip To Ropes: Snapmare: ← + €

Enzi-Guri: 🗸 + 🗶

Eye Rake: 1 +

Whin To Rones:

eadlock And Punch: 🗸 + 💿 STATUS- REHIND

Back Drop: ← + ● Turn Facing Front: → + School Boy Rollup Pin: 1 + •

Reverse Pin: ↓ + ● OPPONENT STUNNED

Whip To Ropes: Spinning Back Drop: ← + ● Fisherman's Suplex: → + ● Hurricanrana: ↑ + •

Piledriver: ↓ + ●

OPPONENT DOWN Angry Stomp: ***** Leg Drop: ← or → + *****

Angry Stomp: ↑ or ↓ + × STATUS: NEAR HEAD Lift Opponent To Feet: Mounted Punches: ← + ●

Sleeper Hold: → + ● Knee Smash: ↑ + •

Pin: + • STATUS: NEAR FEET

Lift Opponent To Feet: Knee Stomp: ← + ●

Kick To Groin: → + ● Kick To Leg: ↑ + • Leg Hook Pin: ↓ + •

RUNNING

Flying Lariat: X Bronco Buster: * + Direction STATUS: FACING

Neck Breaker: STATUS: BEHIND

School Boy Rollup Pin: OPPONENT RUNNING

Monkey Toss:

Pulling Walk Slam: • + Direction

OPPONENT IN CORNER

Whip To Opposite Corner: 10 Punch: ← or → + ● Mudhole Stomping: ↑ or ↓ + ● STATUS: BEHIND Whip To Opposite Corner:

Super Back Drop: Any Direction +

TURNBUCKLE

 Double Axe Handle: X
Spinning Wheel Kick: X +

Direction STATUS: OPPONENT DOWN Knee Drop: *

FINISHER STATUS: OPPONENT

STANDING, FACING, STUNNED The X-Factor: U

TRADEMARK STATUS: RUNNING, OPPONENT IN CORNER

Bronco Buster: *

'ROAD DOGG' Jesse James

ATTACK

Shake Jah: #

Snap Jab: ← + x Chop: → + *

Standing Clothesline: ↑ + * Body Punch: ↓ + ×

GRAPPLE

Whip To Ropes: Snapmare: ← + ● Double Arm Suplex: → + ● Stomach Crusher: ↑ + •

Jumping Arm Breaker: ↓ + ● STATUS: BEHIND Whin To Ropes:

Face Crusher: → + ● Sleeper Hold: ↑ + • School Boy Rollup Pin: ↓ +

OPPONENT STUNNED

Back Drop: ← + ●

Whip To Ropes: DDT: ← + ●

Fallaway Slam: → + ● lackknife Powerhomh: 1 + Piledriver: ↓ + •

OPPONENT DOWN

Angry Stomp: * Shaky Knee Drop: ← or → +

Angry Stomp: ↑ or ↓ + × STATUS: NEAR HEAD

Lift Opponent To Feet: Mounted Punches: ← + ●

Sleeper Hold: → + • Knee Smash: 1 + Pin: ↓ + ●

STATUS: NEAR FEET Lift Opponent To Feet: Knee Stomp: ← + ●

Kick To Leg: → + • Leg Lock: ↑ + • Leg Hook Pin: ↓ + ●

RUNNING

Clothesline: * Back Flbow Attack: # + Direction STATUS: FACING

Rolling Clutch Pin: STATUS: BEHIND

Face Crusher: OPPONENT RUNNING

Monkey Toss: •

Powerslam: • + Direction OPPONENT IN CORNER

Whip To Opposite Corner: 10 Punch: ← or → + ● Mudhole Stomping: ↑ or ↓

TURNBUCKLE

. .

Whip To Opposite Corner: Super Back Drop: Any Direction + STATUS: BEHIND Double Axe Handle: * Missile Drop Kick: * + Direction STATUS: OPPONENT DOWN

Knee Drop: * FINISHING MOVE STATUS: OPPONENT STANDING, BEHIND,

STUNNED Stretch Armstrong: U TRADEMARK

Shake, Rattle And Roll: * (Rapidly)

BEARER

ATTACK

1111111111111111

Chop: * Double Axe Handle: ↑ + × Body Punch: ↓ + ×

Toe Kick: ← + × Austin Punches: -> + *

GRAPPLE

Irish Whip: Eye Rake: 1 + Arm Wrench: ↓ + • Snapmare: ← + ● Clubs To Neck: → + • STATUS: BEHIND

Irish Whip: Reverse Pin: ↑ or ↓ + ● Turn Facing Front: ← or → +

OPPONENT STUNNED

Irish Whip: Scoop Slam: 1 + Arm Wrench: ↓ + • Snapmare: ← + ● Clubs To Neck: → +

OPPONENT DOWN

Angry Stomp: Direction + * STATUS: NEAR HEAD Pick Opponent: 1 + Sleeper: ↓ + ● Knee Smash: ← or → + STATUS: NEAR FEET Pick Opponent: ↑ + •
Slingshot: ↓ + •

Leg Lock: ← or → + ●

RUNNING Shoulder Block: Direction + * STATUS: FACING Neckbreaker. STATUS: BEHIND

Bulldog: OPPONENT RUNNING

Irish Whip: Powerslam: Direction + •

TURNBUCKLE

STATUS: FACING FRONT Irish Whip: Shoulder Thrusts: 1 or 1 +

Choke: ← or → + ● STATUS: BEHIND Irish Whip:

School Boy: Direction + • TOP TURNBUCKLE Double Axe Handle: Direction

STATUS: OPPONENT DOWN Elbow Drop: Direction + * FINISHER

STATUS: STUNNED, FACING DDT- 11

KANE

ATTACK

Body Punch: * Chop: ← + * Big Boot: → + ¥ Kane Throat Thrust: ↑ + * Standing Clothesline: ↓ + ×

GRAPPLE

Whip To Ropes: • Hard Scoop Slam: ← + ● Side Buster: → + ● Lifting Choke Hold: ↑ + ● Stomach Crusher: 4 + STATUS: BEHIND

Whip To Ropes:

Reverse Brainbuster: ← + ● Back Drop: → + ● Full Nelson Slam: ↑ + •

Diving Reverse DDT: ↓ + ● OPPONENT STUNNED

Whip To Ropes: Pendulum Back Breaker: ← + ● Manhattan Drop: → + ● Spine Buster: 1 + •

Tombstone Piledriver: + +

OPPONENT DOWN Angry Stomp: ← or → + * Elbow Drop: 1 or 1 + x STATUS: NEAR HEAD Lift Opponent To Feet: Darkness Choke: ← + ● Camel Clutch: → + •

Sleeper Hold: ↑ + • Darkness Pin. 4 + STATUS: NEAR FEET

Lift Opponent To Feet: Kick To Leg: ← or → + • Knee Stomp: ↑ + •

Leg Hook Pin: ↓ + ● RUNNING

Clothesline: * Shoulder Block: # + Direction STATUS: FACING Neck Breaker Drop:

STATUS: BEHIND Bulldog:

OPPONENT RUNNING Monkey Toss: •

Powerslam: • + Direction

OPPONENT IN CORNER Whip To Opposite Corner: Choke: ← or → + ● Mudhole Stomping: ↑ or ↓ + ●

STATUS: BEHIND Whip To Opposite Corner: Back Drop: Any Direction + •

TURNBUCKLE Double Axe Handle: * Flying Clothesline: # + Direction STATUS: OPPONENT DOWN

Elbow Drop: *

FINISHING MOVE STATUS: OPPONENT STANDING, FACING, STUNNED

Choke Slam: U TRADEMARK

STATUS: OPPONENT STANDING. FACING, STUNNED Tombstone Piledriver: ↓ + •

> Big Boot: ← + × STATUS: OPPONENT DOWN, NEAR HEAD Darkness Pin: ↓ +

> > STATUS: FACING Lifting Chokehold:



lackknife Powerbomb: ↓ + ●

'MR ASS' BILLY GUNN

ATTACK

Snap Jab: *

Toe Kick: ← + ×

Chop: → + × Drop Kick: 1 + *

Double Axe Handle: ↓ + ×

GRAPPLE

Whip To Ropes:

Headlock And Punch: ← + ● Club To Neck: → + •

Jackhammer: ↑ + •
Arm Wrench: ↓ + •

STATUS: BEHIND

Whip To Ropes: Bulldog: ← + ●

Russian Leg Sweep: → + •

Back Drop: ↑ + • Atomic Drop: ↓ + ●

OPPONENT STUNNED

Whip To Ropes:

Falling Neck Breaker: ← + ●

DDT: → + • Body Press Slam: ↑ + •

Piledriver: ↓ + •

OPPONENT DOWN

Angry Stomp: *

Knee Drop: ← or → + *

Austin Elbow Drop: ↑ or ↓ + *

STATUS: NEAR HEAD

Lift Opponent To Feet: • Mounted Punches: ← + ●

Reverse Chin Lock: → + ●

Camel Clutch: ↑ + ●

STATUS: NEAR FEET

Lift Opponent To Feet: ●
Leg Lock: ← + ●

Overhead Toss: → + ●

Kick To Leg: 1 +

Leg Hook Pin: ↓ + ●

RUNNING

Back Elbow Attack: * Drop Kick: # + Direction STATUS: FACING

Rolling Clutch Pin:

STATUS: BEHIND Bulldog:

OPPONENT RUNNING Monkey Toss:

Powerslam: • + Direction

OPPONENT IN CORNER

Whip To Opposite Corner: Shoulder Thrusts: ← or → + • Tornado DDT: ↑ or ↓ + ●

STATUS: BEHIND

Whip To Opposite Corner: • Super Back Drop: Any Direction

+ .

TURNBUCKLE

Double Axe Handle: * Diving Fame-Asser: # + Direction

STATUS: OPPONENT DOWN

Knee Drop: ¥

Elbow Drop: ¥ + Direction

FINISHING MOVE

STATUS: OPPONENT STANDING, FACING, STUNNED

The Fame-Asser: L

TRADEMARK

STATUS: OPPONENT STANDING,

Jackhammer: 1 + •

KEN SHAMROCK

ATTACK

Low Kick *

Middle Kick: ← + × Back Elbow Smash: → + ×

Body Punch: 1 + * Standing Clothesline: ↓ + *

GRAPPLE

Whip To Ropes: Club To Neck; ← + ●

Hurricanrana: → + ●

Dragon Screw: ↑ + ●

Belly To Back Flip: ↓ + ● STATUS: BEHIND

Whip To Ropes: • Back Drop: ← + ●

Back Side Slam: → + ● Sleeper Hold: ↑ + ●
German Suplex Pin: ↓ + ●

OPPONENT STUNNED

Whip To Ropes: • Knee Strikes: ← + ●

Fisherman's Suplex: → + ● Flipping Arm Bar: 1 +

Rolling Leg Lock: ↓ + ●

OPPONENT DOWN

Angry Stomp: **x** + Direction STATUS: NEAR HEAD

Lift Opponent To Feet:

Mounted Punches: ← Knee Smash: → + •

Arm Bar: 1 +

Pin: J +

STATUS: NEAR FEET

Lift Opponent To Feet: Ankle Lock: ← + ●

Kick To Leg: → + •

Knee Stomp: ↑ + •

Leg Hook Pin: ↓ + ●

RUNNING Back Elbow Attack: *

Spinning Wheel Kick: # +

Direction

STATUS: FACING

Spear:

STATUS: BEHIND School Boy Rollup Pin:

OPPONENT RUNNING

Monkey Toss: •

Hurricanrana: ● + Direction

OPPONENT IN CORNER

Whip To Opposite Corner: Shoulder Thrusts: ← or → + ×

Superplex: ↑ or ↓ + × STATUS: BEHIND

Whip To Opposite Corner: Super Back Drop: Any Direction

+ .

TURNBUCKLE

Double Axe Handle: * STATUS: OPPONENT DOWN Elbow Drop: *

FINISHING MOVE STATUS: OPPONENT STANDING, FACING, STUNNED

Shamrock Ankle Lock Submission: L

TRADEMARK

STATUS: OPPONENT DOWN NEAR FEET Ankle Lock: ← + ●

O'LO

Austin Punches: ← + × Shuffle Side Kick: → + × Double Axe Handle: 1 + *

Whip To Ropes: Hard Scoop Slam: ← + ●

Side Buster: → + ●

Piledriver: ↓ + ●

Whip To Ropes:

School Boy Rollup Pin: → + ●

Atomic Drop: ↓ + ●

OPPONENT STUNNED

Whip To Ropes: •

Running Powerbomb: ↓ + ●

D'Lo Leg Drop: ← or → + ×

Angry Stomp: ↑ or ↓ + *

Lift Opponent To Feet:

Sleeper Hold: ← + ●

Mounted Punches: → + ●

Pin: ↓ + ●

STATUS: NEAR FEET

D'Lo Leaf: ← + ● Kick To Leg: → + ●
Leg Lock: ↑ + ●
Leg Hook Pin: ↓ + ●

Drop Kick: X

STATUS: FACING

Neck Breaker Drop:

STATUS: BEHIND

Monkey Toss: •

Pulling Walk Slam: • +

OPPONENT IN CORNER Whip To Opposite Corner: RI Frankensteiner: ← or → + ●

Spinning Wheel Kick: *

OPPONENT DOWN Twisting Body Attack: *

FINISHING MOVE STATUS: TURNBUCKLE,

TRADEMARK STATUS: OPPONENT The Sky High: ↑ + • STATUS: OPPONENT

STATUS: OPPONENT DOWN, NEAR HEAD

BOSSMAN

Snap Jab: *

Jumping Calf Kick: 4 + *

Suplex: ↑ + •

STATUS: BEHIND

Back Drop: ← + ●

Sleeper Hold: ↑ + ●

Whirl Side Slam: ← + ● Back Breaker: → + ●

Sky High: ↑ + •

OPPONENT DOWN Angry Stomp: *

STATUS: NEAR HEAD

Knee Smash: 1 +

Lift Opponent To Feet: •

RUNNING Clothesline: * + Direction

School Boy Rollup Pin:

OPPONENT RUNNING

Direction

Shoulder Thrusts: ↑ or ↓ + • STATUS: BEHIND

Whip To Opposite Corner: Back Drop: Any Direction + •

TURNBUCKLE

Front Drop Kick: * + Direction

Knee Drop: # + Direction

OPPONENT DOWN The Lo-Down: L1

STANDING, FACING, STUNNED STANDING, FACING, STUNNED The Whirl Side Slam: + +

The D'Lo Leg Drop: ← + ×

THE BIG

ATTACK Toe Kick: *

Chop: ← + × Austin Punches: → + × Double Axe Handle: 1 + *

Bossman Uppercut: ↓ + ×

GRAPPLE Whip To Ropes: Headlock And Punch: ← + ●

Side Buster: → + •

Eve Rake: 1 + Manhattan Drop: ↓ + ● STATUS: BEHIND

Whip To Ropes: Back Drop: ← + ● Back Elbow Attack: → + ●

Neck Breaker: ↑ + ● Bulldog: ↓ + ●

OPPONENT STUNNED Whip To Ropes: Rib Breaker: ← + ● Pendulum Back Breaker: → + •

Stomach Crusher: 1 + • Jackknife Powerbomb: ↓ + ●

OPPONENT DOWN Angry Stomp: Any Direction + *

STATUS: NEAR HEAD Lift Opponent To Feet: Camel Clutch: ← + ●

Reverse Chin Lock: → + ● Sleeper Hold: ↑ + • Pin. J +

STATUS: NEAR FEET Lift Opponent To Feet: Kick To Groin: ← + ●

Overhead Toss: → + ● Kick To Leg: ↑ + •

Direction

Leg Hook Pin: ↓ + ● RUNNING Clothesline: 3 Back Elbow Attack: # +

STATUS: FACING Neck Breaker:

STATUS: BEHIND Bulldog: • OPPONENT RUNNING Monkey Toss:

Sidewalk Slam With Pin: 0 + Direction

OPPONENT IN CORNER Whip To Opposite Corner: Mudhole Stomping: ← or → + • Foot Choke: ↑ or ↓ + • STATUS: BEHIND

Whip To Opposite Corner: •

Super Back Drop: Direction + •

TURNBUCKLE STATUS: STANDING

Double Axe Handle: * STATUS: OPPONENT DOWN Elbow Drop: *

FINISHING MOVE STATUS: OPPONENT STANDING, FACING, STUNNED

Bossman Slam: U

TRADEMARK STATUS: OPPONENT STANDING, FACING, STUNNED Rib Breaker: ← + ● STATUS: OPPONENT IN CORNER

Bossman attack: ↑ + ●

SHANE

ATTACK

Snap Jab: *

Double Axe Handle: ↑ + × Body Punch: ↓ + ×

Toe Kick: ← + × Chop: → + ×

GRAPPLING Irish Whip:

Scoop Slam: 1 + Suplex: ↓ + •

Eye Rake: ← + ● Club To Neck: -> + STATUS: REHIND

Irish Whip: School Boy: 1 School Boy: ↓ + •

Turn Facing Front: ← or → + • OPPONENT STUNNED

Irish Whip: Hard Scoop Slam: ↑ + • DDT: ↓ + • Snapmare: ← + ●

Hard Scoop Slam: → + ● OPPONENT DOWN

Angry Stomp: $x + \leftarrow \text{ or } \rightarrow + x$ Angry Stomp: \uparrow or $\downarrow + x$ STATUS: NEAR HEAD

Pick Opponent: 1 + Sleeper: ↓ + • Knee Smash: ← or → + • STATUS: NEAR LEGS

Pick Opponent: ↑ + • Knee Stomp: ↓ + •

Leg Lock: ← or → + ● RUNNING Back Elbow Attack: * Bronco Buster: Direction + * STATUS: FACING

Neckbreaker: STATUS: BEHIND

OPPONENT RUNNING Irish Whip: Powerslam: Direction + • OPPONENT IN CORNER

Shoulder Thrusts: ↑ or ↓ + •

STATUS: FACING Irish Whip:

Bulldog:

Mudhole Stomping: ← or → + ● STATUS: BEHIND Irish Whip: • Super Back Drop: Direction + •

TURNBUCKLE

STATUS: STANDING Double Axe Handle: * Double Axe Handle: Direction +

STATUS: OPPONENT DOWN Test Diving Elbow: *

TRADEMARK

FINISHER STATUS: OPPONENT DOWN. TURNBUCKLE Test Diving Elbow:

Dragon Attack: Direction + *

STATUS: RUNNING, OPPONENT IN CORNER Bronco Buster: ↓ + ×

TRIPLE H

ATTACK Snap Jab: * Toe Kick: ← + ×

Chop: → + × Elbow Smash: 1 + *

Standing Clothesline: ↓ + ×

GRAPPLE Whin To Rones: Scoop Slam: ← + ●

Arm Wrench: → + •

Eye Rake: 1 + • Knee Smash: ↓ + ● STATUS: REHIND

Whin To Rones: Back Drop: ← + ● Turn Facing Front: → +

Dragon Sleeper: ↑ + ● Diving Reverse DDT: ↓ + ●

OPPONENT STUNNED Whip To Ropes: • Jumping Arm Breaker: ← + • Manhattan Drop: → + ●

Reverse Suplex: 1 + • Rib Breaker: ↓ + • OPPONENT DOWN

Angry Stomp: ← or → + × Double Knee Drop: ↑ or ↓ + * STATUS: NEAR HEAD

Lift Opponent To Feet: Mounted Punches: ← + ● Knee Smash: → + •

Reverse Chin Lock: 1 + Pin: + + STATUS: NEAR FEET

Lift Opponent To Feet:

Knee Stomp: ← + ●

Kick To Leg: → + ● Figure Four Leg Lock: ↑ + ●

Leg Hook Pin: ↓ + ● RUNNING Jumping Knee Attack: * Clothesline: # + Direction

Opponent) School Boy Rollup Pin:

(Behind Opponent)

Monkey Toss: Shoulder Back Toss: 0 + Direction OPPONENT IN TURNBUCKLE Whip To Opposite Corner:

STATUS: BEHIND Super Back Drop: Any Direction

+ .

TURNBUCKLE Double Axe Handle: * Flying Clothesline: * + Direction STATUS: OPPONENT DOWN

STATUS: OPPONENT STANDING, FACING, STUNNED The Pedigree: U

TRADEMARK

Knee Drop: *

FINISHER

STATUS: OPPONENT STANDING. FACING Knee

smash: B **↓** + **□**







ANY OUESTIONS?

Lost in MediEvil 2 or suck at Everybody's Golf 2? PSM is here to help. Lost souls should drop game guru Richie Young a line at Any Questions? Official PlayStation Magazine, PO Box 4089, Sydney NSW 1028 or e-mail playstation@acp.com.au. Sorry, but we can't give cheats over the phone or reply to letters or e-mails individually.





R Even though he's dead, which would usually hinder bodily movement quite a lot, Dan Fortesque is a nimble little chap and can fight his way out of some pretty hairy situations. But if you're really having trouble with the evil undead, and your sword isn't as sharp as it used to be, try using this handy code to access the

> Cheat mode. During the

game hold L2 and press ←, ↑, ■, \triangle , \rightarrow , \bullet , \uparrow , \blacksquare . Then

pause the game and press lacktrianglerepeatedly until another option appears. This will enable you to choose cheats from unlimited health, all weapons, level skip and unlimited money selections. Now get stuck in.

COLIN MCRAE RALLY 2.0

Q: Are there any cheets for Colin McRae Rally 2.07 My matas and I want 'aml Thanking you in advanca.

Halmethead, via e-mail

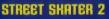
A: Colin McRae Rally 2.0 saw the Ford's new Focus replace the first game's Subaru Impreza. However, if you're having trouble with the Ford, or you want a bit of a giggle with some comedy options, try typing in these names at the Create New Driver Profile screen.

All cars: ONECAREFULOWNER Lancer Road Car: OFFROAD Mini Cooper: JOBINITALY Sierra Cosworth: JIMMYSCAR Ford Puma: COOLESTCAR All levels: HELLOCLEVELAND

Enter the following codes at the Cheat Options screen. Mirrored tracks: RORRIMSKCART Shoot fireballs: GREATBALLSOF (Use the handbrake to shoot fireballs in Arcade mode.)

The following are only effective in Time Trial or single stage Rally modes. Bouncing collisions: RUBBERTREES Monster truck wheels: **EASYROLLER** Low gravity: MOONLANDER Turbo mode: ROCKETFUEL Faster game: PRUNEJUICE Aggressive CPU cars: NEURALNIGHTMARE (This is only effective in Arcade mode.)

And Mr Helmuthead, it really is my pleasure.



L2, R1 or R2

Not since the invention of the self-assembly shed has a simple plank of wood provided so much entertainment. In the park, in your garden and on the street, grazed knees and scrapped elbows have become the badge of skateboarders everywhere. But for those who still regularly get their voluminous shorts trapped in the wheels, here are a few stylish codes to enter during play.

Unlock all characters: \leftarrow , \leftarrow , \rightarrow , \leftarrow , \bullet , L2, \blacksquare , \rightarrow , R2 Unlock all tracks: \leftarrow , \rightarrow , \leftarrow , \rightarrow , \leftarrow , \rightarrow , \bullet , \bullet , R1, \blacksquare Max player's status/trick level: L1, \blacksquare , \leftarrow , \leftarrow , R2, \leftarrow , R1, \leftarrow

Unlock movies: R2, R2, L1, L2, L1, R1, R1, R1

Unlock all boards: ●, ●, ■, ●, ■, ■, ●, R1 Change clothes: When selecting character, press and hold LI,



JEDI POWER BATTLES O: I've almost finished Jedi Power Battles and want to know what all the herd work was for? Are there many (or any) bonus itams or anything to open up? I'm dying to know bacausa I'va been on tha last laval for agast Plaasa halp,



MEDIEVIL 2

O: Richie, I've come across some sticky sactions in MediEvil 2, so I'd like some cheets (especially a leval skip ona) if they exist. I'll be forevar gratafull Reece, SA









A: Once you've ploughed through Power Battles, check out the extra characters you can pick up. If you fancy a bit of the dark side, finish the

game as Qui Gon Jinn, restart,

highlight Qui Gon, hit select

and Darth Maul will appear. Reckon Amidala stands a chance in the battle? Finish the game as Obi Wan and repeat the last process to get your hands on the girl.

Your final character is

Captain Panaka. Finish the game as Plo Koon, repeat the above and El Captain is yours. He fights with pistols and fisticuffs too. Excellent.

four bonus levels, you'll have to have at least three characters at level 10 with 100 skill points each. Finish the game with a fourth character and you'll open up a pair of new games. Beat it with a fifth equally high-level character and the last two are opened. Beat the fourth game killing all 100 enemies (extremely hard) and you'll get the Ultimate Sabre to tinker with next time.

EUERYBODY'S GOLF 2

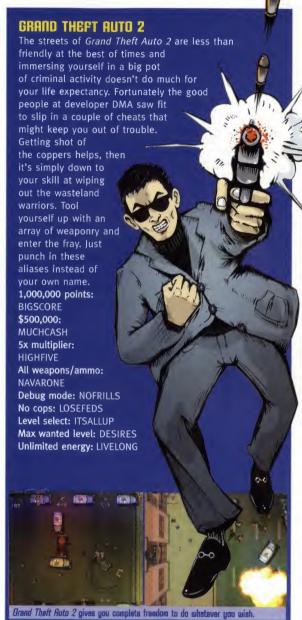
Q: I've just taken up golf, and I was also given Everybody's Golf 2 for my birthday. I'm loving playing both but, in short, I really suck at them! I thought I'd be better at EG2, but I'm not. Richie, if you could give me some tips, I would love you forever! Simone, WA

A: When you put it like that, how can I let you down?

Everybody's Golf 2 might look cute, but there are holes out there nastier than a diamond-design yellow Pringle sweater. These are some of the trickier tykes. National Greens: Keep an eye out for the 10th and its split fairway and water hazard. Either lay up or hit long to reach the green on this par

Death Valley: A true test of accuracy. While the courses themselves are none too tough, the bunkers that line the fairways demand true driving. Choose characters renowned for accuracy, like Sam and Freddie, and aim straight.

Emerald Forest: Like Death Valley, this course offers no respite from those bunkers: a number of them surround the 13th. The 12th also offers a colon-shaped water feature that has to be driven directly over to reach the fairway. King's Garden: The fifth hole on this course must rate as one of the toughest in the game. The first water is easily beaten, but the moat that surrounds the pin is particularly nasty. Caution is also vital on the sixth, as the only route is to pull over to the fairway on the right. Blue Water: On the ninth, a tee shot of incredible accuracy is needed to avoid the two bunkers. And, if you become over-confident, the water at the end will gobble up any long seconds.



ROLLCAGE STAGE II

Q: Hey mate, I have an easy request for you. All I want is cheats for Rollcage Stage II. See, told ya, it is an easy one! No sticky situations and I'm not stuck in a hidden level of some obscure foreign game from five years ago, this time... Go on, what are you waiting for? Help me! And I'm meant to say "please", aren't 1? Mr Easy, NZ

R: As exciting as pouring distilled adrenalin into your veins, Rollcage Stage II is the racer that takes to the track and the roof - in search of excitement. Take a break from

getting high on those octane fumes to input these codes and unlock all those fancy extras.

ATD Ghost Cars: WLL.IF.IT. AINT.THEM.PESKY.KIDS. Demolition Modes: IS.IT. COLD.IN.HERE.OR.IS.IT.JUST.ME? Meagre Speed: LOOK.OUT!.

ITS.ANDY.GREEN

Mirror Mode: I.AM.THE. MIRROR.MAN,.0000000000! Pursuit Mode: PURSUIT..A. SUIT.MADE.FROM.CATS. Rubble Soccer Mode

IM.OBVIOUSLY.SICK.AS.A. PARROT

Survivor Mode: HERE.TODAY,.GONE,.LATE. AFTERNOON







All Combat Tracks: YOU. HAVE.A.LOTA.EXPLODING. TO.DO

All Tracks: NOW.THAT'S. WHAT.I.CALL.RACING.147 All Cars: WHEELS .. METAL .. ITS....THE.BIN! Everything: I.WANT.IT.ALL. AND.I.WANT.IT.NOW! Make Masters Very Hard: MASTERS.IS.AS.HARD.AS.

SYPHON FILTER 2

Q: Could you please print some Suphon Filter 2 cheats? | want to knock this game over and cause some chaos! Jimmy Jones, via e-mail

A: The round-shouldered Gabe Logan and the Syphon Filter virus were one of the surprise hits of last year. Now he has entered the pantheon of PlayStation heroes where his name sits on the A-list with the likes of Croft, Snake, Squall and that blue Nissan Skyline from Gran Turismo. Add to his burgeoning fame with these helpful cheats.

Level Select: Once the mission is under way hit Pause and go to the map. ■ and ¥ at the same time. Special Agent Mode: Take a break from the action by hitting Pause and place the Cheats to activate the

Press and hold ←, L2, R2, ●, Now go to the Options menu and choose the Cheats menu. cursor over Weaponry on the Pause menu. Press and hold Select, L2, ●, ■ and X. Enter the Options menu and select Special Agent mode. Now all enemies will die after a single shot.

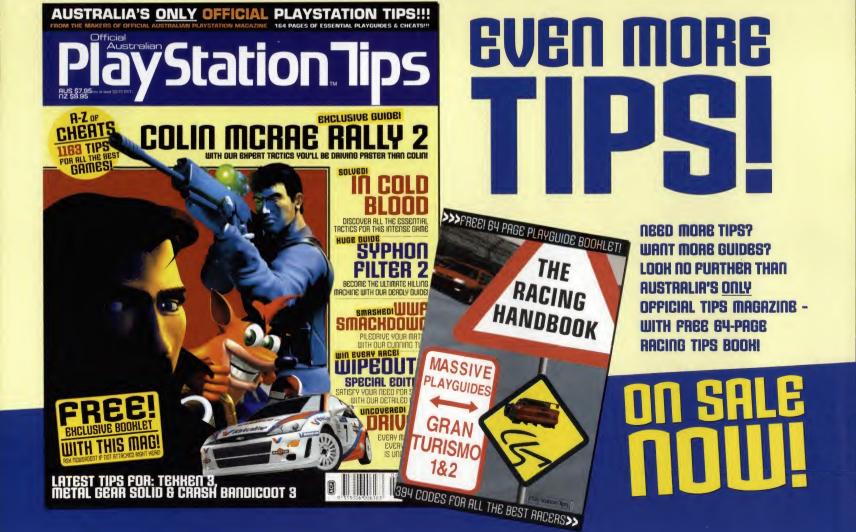
GRAN TURISMO 2

Q: Help! I can't win the Event Synthesizer. I'm wondering if you guys can help me on this one? Simon By, ACT

A: After the hard slog of completing the Special Licence, the Event

Synthesizer is your reward. Located under the banner of the GT League, it creates a race to further test your driving abilities. A track is chosen at random from the 27 on offer, but uniquely they can also be run in reverse formation. If the Laguna Seca Corkscrew wasn't tricky enough before, negotiating it uphill is entirely different. Also, each event is geared towards the car that you enter into it. A Mini won't be forced to go up against racing Skylines just because the difficulty is set to maximum. Instead, it will face a field of expert drivers all behind the wheels of similarly-powered machines. The reverse is also true. If you class yourself as a beginner, you might be driving an Alfa Romeo Touring Car, but the field will be built up of your peers in similar cars.





it should be a game

Think you can do better than the professionals? Then send your ideas for PlayStation games to us. We'll print the best and send a real PlayStation game to the winner. Send your entries (which must have a front cover design) to: It Should Be A Game, Official PlayStation Magazine, GPO Box 4089, Sydney NSW 1028.

NAME OF THE GAME

World Karting is the first kart game that doesn't have furry or colourful little characters! Leigh Harrison (SA) gets a copy of Syphon Filter 2 for his top



We don't know what parties David Russo (NSW) goes to, but his game idea called 21 is definitely a worry!

Looks like Rod Murchison (Tas) is a little punch drunk. He came up with this funny beat 'em up called *International Sports Riot*.

Andrew Harris (NZ) is rugby mad and one day wants to become an All Black. Until then, he'd be satisfied with a solid PlayStation rugby game. Super 12 2000 is his idea.

Supertruck Racing by Graham Dorries (Qld) is a fair idea, but it's a little slow off the mark.

AIM OF THE GAME

This would be a pure gokarting simulation. Just like the high-tech and high-budget Formula One teams, kart enthusiasts could spend hours tweaking and maintaining their zippy little machines. A lot of the game would be based around kart set-up. Don't fret, though, plenty of racing is in there as well!

21 is based around a 21st birthday party where your friend has been killed by a drunken stranger. Now he's after you! If that's not enough, everything else is going haywire, too! The phone lines have been cut, there's no mobile phone service, and it's dark...

In the tradition of the military, the point of this baby is to successfully guide your chosen army of rowdy, drunken vandals through a series of missions as they follow their team in their respective championships. In short, you play as sports fans that love to riot!

The Super 12 rugby comp is the most competitive outside the internationals. The only international team present is Otago, along with Queensland, NSW, ACT, Wellington and Canterbury. Each of the squads would have real players, likenesses and statistics as well. You must try to win the cup.

The aim, of course, is to win races, and the more the better! You start the game as a budding C class driver. By winning money you can advance through the ranks and compete in the European and American championships, which is where the serious prize money and sponsorship deals lie.

HOW TO PLAY

Pretty self explanatory for a racing game, but the modes included in this one would include arcade, championship, practise, single race, two-player and arcade. The tracks would all be fictitious, but feature different international settings.

The game has a few different principles that you should stick to. Ultimately, you want to defeat the killer, but until then make sure that you stay close to other party goers, work out all the good hiding spots and plot your way out o there!

There are a lot of different scenarios in this game that give you the opportunity to incite a riot. Most of them are unlikely events like the Portuguese rugby team beating the All Blacks or Michael Jordan deciding to play for another NBA team. So, of course, you start a riot against rival fans! There are even weapons available to do battle with...

As it's a rugby sim, you take on the other teams in games of rugby. Each of the teams have different strengths, so you should watch out that you don't get outpaced out wide in the backs, or end up in a stretcher from taking on some of the bigger forwards. Or Jonah!

Supertruck and model upgrades are available with enough money. The only way to earn yourself a living from racing, though, is to be consistently first across the finishing line. Of course, racing in the better grades requires more skill, but the rewards are much more lucrative.

PSM VERDICT

Believe it or not, members of the *PSM* team recently took out top honours in a gaming industry go-karting event and are currently hooked on this mini form of motor sport. This sounds like a cool little play. Wear your helmets.

We like this idea, but with one exception – the game should move beyond one environment (ie. the house). We believe the house is a good starting point for this plot, but not enough to base the entire game around. Keep working on it!

Along with many other concepts, this would not only take a lot of money to licence teams and sports stars, but the gameplay would be very, very difficult to get right. Would the fighting be an allout battle against multiple opponents, or would you fight foes one at a time like Jackie Chan? Nice cover and great fun, in theory.

We can't wait for another rugby game. Lomu was good, and the forthcoming Rugby 2001 from EA is still somewhat hazy. This sounds good and features interesting elements, but without the international flavour it would probably suffer in game sales.

We do like this concept, however, the only difference from any other racing game is that this is with trucks, not cars. If a good game engine could be developed so the poor handling of the trucks could still manage to be fun, then this would be a decent play.



DOWN LOADING



American History X

American History X is one of the most socially confronting movies that has ever come out of Hollywood. Perhaps it's a sign of the times that someone was even prepared to pay for such a production, but what is presented is shocking. Shockingly good. With furore over what is and isn't responsible filmmaking and how violence should be correctly portrayed in movies is a valid issue. Wherever your values may lie, there is no doubt with challenging techniques. Apart from two isolated scenes, the movie is not filled with excessive violence. The plot is definitely its driving force. It is the story of Derek Vinyard (Edward Norton) who becomes a Nazi sympathiser and leader after the murder of his father. Derek manages to reform after being jailed for two violent murders. Led by Norton, the cast is fantastic, with Ed Furlong earning plenty of respect playing Derek's younger brother Danny. It's the element of everyday reality that makes it so frightening. **RY**

Price: \$34.95 | Rating: M15+ | Release date: Out now | Extras: Deleted scene, trailer. | Vardict: Significant, challenging, brilliant. | 10/10







The Adventures of Rocky and Bullwinkle It was way back in 1964 that the last episode of Rocky and Bullwinkle aired, and the squirrel and moose have been trapped in permanent re-runs ever since. Unfortunately, the laughs for anyone who has grown out of Saturday morning TV are sadly lacking in Rocky and Bullwinkle's big screen debut the movie's at its funniest when the characters are self-reverential. Perhaps it's just that 90 minutes is far too long, as their skits in the cartoon went for a few minutes at best. Or perhaps it's just a really bad idea to drag them out of their wonderfully primitive cartoon backdrops - the real world seems drab by comparison. Even high-powered cameos like Robert De Niro, Billy Crystal and Whoopi Goldberg can't salvage a film that will be sadly disappointing for nostalgic fans, and probably totally bewildering for everyone else. JH

Rating: M15+ | Release date: Now showing | Verdict: They just couldn't pull a rabbit out of the hat again! | 5/10

Baraka

For those yet to see Baraka, you're set for a sensory massage that only a first time round viewing of this piece can provide. Such a film really does defy simple description and often the essence of what the film's trying to achieve is lost in trying to do so. Baraka isn't quite a documentary, but it can be described as a cinematic experience. This gem is shot on 70mm film (most mass-distributed films are shot on 35mm) and in 24 countries around the world. There is no storyline as such, and the only narrative are the images and orchestrated music. The cool thing is, you really are able

to draw your own conclusions. Spectacular! RY

Price: \$34.95 | Rating: PG | Release date: Out now | Extres: Trailer, crew interviews, featurette. | Verdict: I wish it were my first time! | 9/10

Detroit Bock Citu

KISS are the kings of glam rock. It's the late '70s and Jam, Hawk, Lex and Trip are a group of wannabes that are utterly obsessed with the band. The four boys are hell-bent on getting to Detroit to see their heroes Gene (credited as an Executive Producer), Ace, Paul and that other bloke jammin' it live. Against all odds, rules and the insistent resistance of Jam's God-fearing mum, they Without tickets, though, the teens are in for one helluva night, and whether they actually get into the gig or not becomes a side issue! Suffice to say, the boys do a lot of growing up... RY

Price: \$34.95 | Rating: MA15+ | Release date: Out now | Extras: Music videos, commentaries, deleted scenes, behind the scenes. | Verdict: All a little too obvious. | 6/10

The Talented Mr. Ripley

If you prefer your movies to come with a pace and style that doesn't act as a sedative, you'll probably not pick this DVD off the shelf. This tight thriller moves at a fast pace and enjoys an engaging cast poor American who, after borrowing a friend's Princeton jacket, is mistaken for a fellow student of a respected shipping magnate's renegade playboy son (Jude Law), and is hired to bring him back to his senses and New York. It's ultimately more of a character

exploration than a real thriller, but it's thoroughly entertaining. NP

Price: \$34.95 | Rating: PG | Release date: Out now | Extras: Commentary, documentary and music videos. | Verdict: A thoughtful thriller with some unpredictable developments. | 8/10



played by Haley Joel Osment). A gripping, thoughtful film that knows exactly where it's going and yes, yes - is even better the second time around. AL

Prica: \$34.95 | Rating: M | Release date: Out now | Extras: Interviews, commentary. | Verdict: The kid did it. Or did he? | 9/10

net sites

Every month Official PlayStation Magazina will bring you the finest sites on the Internet. We'll happily spend endless hours scouring the Web high and low for the best geming sites for you, just to save you from recking up memmoth phone bills. Aren't we nice? Happy surfing!

OFFICIAL MAT HOFFMAN

Just like all the skateboarding gamers around the world, BMXers have been waiting for a game to call their very own. The good news is that, just as skaters were granted their wish last year when Activision released *Tony Hawk's Skateboarding, Mat Hoffman's Pro BMX* is just around the corner, so the prayers of two-wheeled bandits everywhere will soon be answered. Check out this Web site for all the latest...



PS2 EPIC ADVENTURE

This highly anticipated adventure game is so packed with techy graphical features, it is sure to give the PS2 a workout. Summoner looks to have gone from strength to strength since its debut at this year's E3, and will be one of the most cinematic adventures that has ever been seen. This site has developer interviews, game news, features and also a few bits and pieces that will help you out in the game.



CONCEPT ART

www.blindmonks.com

If you're a fan of comics or game concept art then this site should definitely be checked out. The artists featured on this peculiarly titled site are mostly American and plenty of their pieces up on display. The mini-blos that accompany their pieces also reveal that they're huge gaming fans and that's A-okay as far as *PSM* is concerned! If you think you're handy with a pad and pencil, you might even be able to pick up a few tips!



WHO IS JOHN CORD?

www.freejohncord.co

Bo on, hit that Enter button. Some international affairs require urgent attention. The mystery continues...



STYLIN' UP

www.oxfordshop.com.a

Contrary to popular opinion (and despite what our families may have you believe), PSM isn't a motley crew of thong-wearing lounge lizards! In fact, we try to look our darn best and consider ourselves at the cutting edge of fashion. Okay, that may not be entirely true, but Oxford Shop is one of our favourite places to pick up threads so that we can pretend we have glamorous lives! Cool site, but cooler clothes:



NECKLESS WONDERLAND

Here's a site that all grapplers should love. Featuring results from around the globe, Wrestling Planet promises you won't miss a single slam, Get the goss or re-live a fantastic year which saw, among other triumphs, Kevin Nash become WCW Heavyweight Champion for the third time by "Destroying the Chosen One Jeff Jarrett with a Jackknife Power Bomb". If that makes sense, then Planet's the place for you.



N-GEN GENIALITY

www.curlymonsters.com

If you prefer things that go very fast, we recommend this site. It's the home of those clever coders behind N-Gen Racing. A quick Q&A with the lads turns into a veritable lecture on the background to the game in an article that lists all the jets, all the tracks, and goes in-depth on the rules of this (virtual) sport. Discover what bits you're supposed to bolt on your jet and how the Majic 12 Time Trial works. Of course, we only liked it because it has a spanky rotating jet on the page. Svelte.



cd reviews

Upstyledown (Soutnik)

28 Daus Melbourne's premier quintet of rap-rockers has outdone themselves again. Upstyledown is driven pretty hard by chunky guitars, bass lines that pump along fast and strong, and those

characteristic drumbeats that have already helped win the lads a big following. The album comes at you, hooks you into a rhythm and has no hint of letting up. And this is where the strength of 28 Days lies. They haven't forgotten what rhythm is! Front man and lead lyricist, Jay, impresses with grooved, witty vocals, and scratchhappy Jedi Master Jay on turntables gives a groovy edge and adds a new dimension to an otherwise mosh-inclined LP. RY

Verdict: Let it rip. | 8/10

Art Official Intelligence [Tommy Boy]

De La Soul No other hip-hop act has succeeded in staying together for five great albums without duetting with Mariah Carey, embracing raprock or becoming a lame parody of themselves. Once again the class act that is

Messrs Mase, Pos and Dave (formerly Trugoy) have balanced sharp, intelligent raps with a daft sense of humour in their latest offering between song skits suggest the album is sponsored by cookies. They also revive the lost art of block-rocking the party on Oooh and find time to pass the mic to special guests Redman, Chaka Khan and the Beastie Boys. Result. SR

Verdict: Supreme team. | 8/10

Wyclef Jean The Ecleftic [Columbia] The second solo CD from one-third of The Fugees, The Ecleftic is a lightweight affair with some catchy, poppy hip-hop and reggae and so-so rapping. Mr Jean is obviously irritated by

the shadow the Refugee Camp casts over him, and his attempt to move away from the cool hip-hop, reggae and gospel rhythms of The Score means The Ecleftic is, as was The Carnival lasting quality. There are collaborations from Pink Floyd, Kenny Rogers, WWF's The Rock and Whitney Houston, which are all fun. But overall, The Ecleftic doesn't push any boundaries. RK

Verdict: Hip-hop lite. | 7/10

Coldplay Parachutes [Parlophone] Welcome to Coldplay, the latest glum-rockers on the block with a debut album that surprise, surprise – is rammed full of swirling guitars, teenage abandonment and, well,

miserable stuff. Obvious enough, but Coldplay pull their shapes well: chunking guitar riffs, whiny high voices, all topped off with a swift tinkle on the melancholic ivories. So Indeed, closing track *Everything's Not Lost* sums it all up by, yes, banging on yet again about feeling neglected and everything being lost. The new Radiohead, then? In their dreams... **DM**









top 40 **games**

The movers and the shakers, the top dogs and the sad puppies, the high-rollers and the low-lifes... Here, in its entirety, is the PSIR Top 40 ~ provided by Inform.

DOWN **LOADING**

Car freaks have been out in force... Driving games dominate the chart this month - from rallying and racing to karting - taking out the top five positions, and causing last month's top-selling game, WWF Smack Down, to topple down to sixth position.



Po	os Name	Developer	Distributor
1	Colin McRae Rally 2.0	Codemasters	Ozisoft
2	Gran Turismo 2	Polyphony Digital	Sony
3	Driver Platinum	Reflections	Ozisoft
4	Muppet RaceMania	Traveller's Tales	Sony
5	Need For Speed IV: High Stakes	EA Sports	EA
6	WWF Smack Down	Yukes	Ozisoft
7	Tony Hawk's Skateboarding	Neversoft	Activision
8	MediEvil 2	Sony	Sony
9	In Cold Blood	Revolution	Sony
10	Tomorrow Never Dies	Black Ops	EA
11	1 Syphon Filter	989 Studios	Sony
12	2 Syphon Filter 2	989 Studios	Sony
13	3 Championship Bass	Pai	EA
14	4 Rollcage and F1 '98 bundle	Psygnosis	Sony
15	5 Metal Gear Solid Platinum	Konami	Ozisoft
16	Star Wars: Jedi Power Battles	LucasArts	LucasArts
17	Need For Speed: Porsche 2000	EA	EA
18	8 Vagrant Story	Square	Sony
19	9 Croc 2	Fox	EA
20	D Pac-Man World	Namco	Sony
21	1 Dino Crisis	Capcom	Ozisoft
22	2 Die Hard Trilogy 2	Fox	EA
23	3 Final Fantasy VIII	Square	Sony
24	4 Jackie Chan Stuntmaster	Radical	Sony
25	5 Resident Evil 3 Nemesis	Capcom	Ozisoft
26	6 Crash Team Racing	Naughty Dog	Sony
27	7 Medal Of Honor	Dreamworks	EA
28	8 Spyro 2: Gateway To Glimmer	Insomniac	Sony
29	9 Colin McRae Rally Platinum	Codemasters	Ozisoft
30	O Rugrats Studio Tour	THQ	Ozisoft
31	1 Cricket 2000	EA Sports	EA
32	2 Army Men: Sarge's Heroes	3D0	Sony
33	3 Ace Combat 3: Electrosphere	Namco	Sony
34	4 This Is Soccer	Sony	Sony
35	5 The Dukes Of Hazzard	Sinister	Ubi Soft
36	6 Tomb Raider: The Last Revelation	Core	Ozisoft
37	7 FIFA 2000	EA Sports	EA
38	8 Legend Of Legaia	Contrail	Sony
39	9 Ghoul Panic	Namco	Sony
40	O Army Men 3D .	300	Sony

The PSM Top 40 provided by Inform

At the time of going to press, this is the definitive list of upcoming releases. However, please bear in mind that making videogames is an extremely volatile process, and release dates are likely to fall down quicker than Anthony Mundine's next opponent. Please phone your games store to check the

Acclaim	Racing
EA Sports	Soccer sim
	Puzzler
Tecmo/Sony	Monster raising
	Motorcycle racing
	Skateboarding sim
OR POST OF THE PROPERTY OF THE	Adventure
- Allen and	Basketball sim
	RC racing
	Arcade battle 'em up
r sygnosia sony	Arcade battle elli u
Infogrames/Nzisoft	Kids
	Action/adventure
	Action
	Action/adventure
CONTRACTOR OF THE PARTY OF THE	Available Control of the Control of
	Action/adventure
Andrew Co.	Platformer
	Action/adventure
CONTRACT	Beat 'em up
	BMX sim
Reflections/Ozisoft	Car adventure
Sony	F1 sim
Obi Soft/Jack Of All Games	Puzzler
Take 2/Jack Of All Games	Strategy
Ubi Soft/Jack Of All Games	Platformer
Take 2/Jack Of All Games	Shoot 'em up
EA Sports	Boxing sim
Take 2/Jack Of All Games	Puzzler
	NFL sim
	Shoot 'em up
	Racing
	Racing
-	Ice hockey sim
	Action/adventure
	Racer
WARMAN AND	Shoot 'em up
	The state of the s
	Golf sim
Jack Uf All Games	Puzzler
Lary .	Racing adventure
·	Platform adventure
Sony	Kids
Sony	Action/adventure
Interplay	Role-playing game
Interplay Mattel/Sony	Surfing sim
Mattel/Sony	Surfing sim
Mattel/Sony Midas	Surfing sim God sim
Mattel/Sony Midas Fox/EA	Surfing sim God sim Action/adventure
Mattel/Sony Midas Fox/EA Enix/Sony	Surfing sim God sim Action/adventure Dancing sim Shoot 'em up
Mattel/Sony Midas Fox/EA Enix/Sony Sony Eidos/Ozisoft	Surfing sim God sim Action/adventure Dancing sim Shoot em up Strategy
Mattel/Sony Midas Fox/EA Enix/Sony Sony Eidos/Ozisoft Eidos/Ozisoft	Surfing sim God sim Action/adventure Dancing sim Shoot 'em up Strategy Strategy
Mattel/Sony Midas Fox/EA Enix/Sony Sony Eidos/Ozisoft Eidos/Ozisoft Sony	Surfing sim God sim Action/adventure Dancing sim Shoot 'em up Strategy Strategy Snowboarding sim
Mattel/Sony Midas Fox/EA Enix/Sony Sony Eidos/Ozisoft Eidos/Ozisoft Sony Eurocom/Sony	Surfing sim God sim Action/adventure Dancing sim Shoot 'em up Strategy Strategy Snowboarding sim Party game
Mattel/Sony Midas Fox/EA Enix/Sony Sony Eidos/Ozisoft Eidos/Ozisoft Sony	Surfing sim God sim Action/adventure Dancing sim Shoot em up Strategy Strategy Snowboarding sim Party game Dancing sim
Mattel/Sony Midas Fox/EA Enix/Sony Sony Eidos/Ozisoft Eidos/Ozisoft Sony Eurocom/Sony Konami/Uzisoft TBC	Surfing sim God sim Action/adventure Dancing sim Shoot 'em up Strategy Strategy Snowboarding sim Party game Dancing sim Monster training
Mattel/Sony Midas Fox/EA Enix/Sony Sony Eidos/Dzisoft Eidos/Dzisoft Sony Eurocom/Sony Eurocom/Sony Eurocom/Dzisoft TBC Capcom/Dzisoft	Surfing sim God sim Action/adventure Dancing sim Shoot 'em up Strategy Strategy Snowboarding sim Party game Dancing sim Monster training Action/adventure
Mattel/Sony Midas Fox/EA Enix/Sony Sony Eidos/Ozisoft Eidos/Ozisoft Sony Eurocom/Sony Konami/Uzisoft TBC	Surfing sim God sim Action/adventure Dancing sim Shoot 'em up Strategy Strategy Snowboarding sim Party game Dancing sim Monster training
	EA Sports Namco/Sony Tecmo/Sony Tecmo/Sony Tecmo/Sony Tecmo/Sony THQ Midway/Sony EA Sports Acctaim Psygnosis/Sony Infogrames/Ozisoft Unit Soft/Jack Of All Games Activision Take 2/Jack Of All Games Activision Unit Soft/Jack Of All Games Acctaim Ubi Soft/Jack Of All Games EA Eldack Of All Games Take 2/Jack Of All Games Take 2/Jack Of All Games EA Sports Ubi Soft/Jack Of All Games EA Sports EA Sports EA Sports EA Sports EA Sports EA Sports Ubi Soft/Jack Of All Games EA Sports EA Sports EA Sports EA Sports EA Sports EA Sports Ubi Soft/Jack Of All Games

Shiny/Interplay	Platformer
Acclaim	Wrestling sim
Ubi Soft/Jack Of All Games	Adventure
Sunsoft	Role-playing game
THQ	Scare 'em up
Ubi Soft/Jack Of All Games	F1 racing
Eidos/Ozisoft	F1 racing
Eidos/Ozisoft	Action/adventure
Square/Sony	Role-playing game
THE PARTY OF THE P	Platformer
	Car adventure
110010111	Boxing sim
	Surfing sim
AND ASSESSMENT OF THE PARTY OF	Racing
	Platformer
	Platformer Pancing sim
	Dancing sim Kart racer
	Role-playing game
	Soccer sim
A STATE OF THE STA	Platformer
	Kart racing
Activision	BMX sim
Acclaim	Motorcycle racing
Interplay	Shoot 'em up
Midas	Bodyboarding sim
Codemasters/Ozisoft	Boxing sim
SCi/Ozisoft	Racing
Infogrames/Ozisoft	Futuristic racer
	Platformer
The second secon	BMX sim
	Golf sim
	Action/adventure
AND AND ADDRESS OF THE PARTY OF	A STATE OF THE PARTY OF THE PAR
	Soldier sim
	Futuristic sport sim Cricket sim
	Herd 'em up
The state of the s	Bowling sim
FA	Wrestling sim
Empire/QV Software	Future sport
Funcom/Sony	Kart racer
	Kart racer
Sony	Platformer
To all the second dealers and the second dealers and the second dealers are second dealers.	THE THOU
Sony	Platformer
Sony Titus	Platformer Action/adventure
Sony Titus Infogrames/Ozisoft	Platformer Action/adventure Strategy
Sony Titus Infogrames/Ozisoft Infogrames/Ozisoft	Platformer Action/adventure Strategy Racing
Sony Titus Infogrames/Ozisoft Infogrames/Ozisoft Konami/Ozisoft Konami/Ozisoft Sony	Platformer Action/adventure Strategy Racing Platformer Action/adventure Soccer sim
Sony Titus Infogrames/Ozisoft Infogrames/Ozisoft Konami/Ozisoft Konami/Ozisoft Sony EA Sports	Platformer Action/adventure Strategy Racing Platformer Action/adventure Soccer sim Golf sim
Sony Titus Infogrames/Ozisoft Infogrames/Ozisoft Konami/Ozisoft Konami/Ozisoft Sony EA Sports Namco/Sony	Platformer Action/adventure Strategy Racing Platformer Action/adventure Soccer sim Golf sim Gun shoot 'em up
Sony Titus Infogrames/Ozisoft Infogrames/Ozisoft Konami/Ozisoft Konami/Ozisoft Sony EA Sports Namco/Sony Fox/EA	Platformer Action/adventure Strategy Racing Platformer Action/adventure Soccer sim Golf sim Gun shoot 'em up Space combat
Sony Titus Infogrames/Ozisoft Infogrames/Ozisoft Konami/Ozisoft Konami/Ozisoft Sony EA Sports Namco/Sony Fox/EA Infogrames/Ozisoft Infogrames/Ozisoft	Platformer Action/adventure Strategy Ration/adventure Platformer Action/adventure Soccer sim Golf sim Gun shoot 'em up Space combat Soccer sim
Sony Titus Infogrames/Ozisoft Infogrames/Ozisoft Konami/Ozisoft Konami/Ozisoft Sony EA Sports Namco/Sony Fox/EA Infogrames/Ozisoft Crave/Sony	Platformer Action/adventure Strategy Racing Platformer Action/adventure Soccer sim Golf sim Gun shoot 'em up Space combat Soccer sim Wrestling sim
Sony Titus Infogrames/Ozisoft Infogrames/Ozisoft Konami/Ozisoft Konami/Ozisoft Sony EA Sports Namco/Sony Fox/EA Infogrames/Ozisoft Crave/Sony Ozisoft	Platformer Action/adventure Strategy Racing Platformer Action/adventure Soccet sim Golf sim Gun shoot 'em up Space combat Soccer sim Wrestling sim Shoot 'em up
Sony Titus Infogrames/Ozisoft Infogrames/Ozisoft Konami/Ozisoft Konami/Ozisoft Sony EA Sports Namco/Sony Fox/EA Infogrames/Ozisoft Crave/Sony Ozisoft Acclaim	Platformer Action/adventure Strategy Racing Platformer Action/adventure Soccer sim Golf sim Gour shoot 'em up Space combat Soccer sim Shoot 'em up Racing
Sony Titus Infogrames/Ozisoft Infogrames/Ozisoft Infogrames/Ozisoft Konami/Ozisoft Konami/Ozisoft Sony EA Sports Namco/Sony Fox/EA Infogrames/Ozisoft Crave/Sony Ozisoft Acclaim Ubi Soft/Jack Of All Games	Platformer Action/adventure Strategy Racing Platformer Action/adventure Soccer sim Golf sim Source combat Soccer sim Wrestling sim Shoot 'em up Racing Action/adventure
Sony Titus Infogrames/Ozisoft Infogrames/Ozisoft Konami/Ozisoft Konami/Ozisoft Konami/Ozisoft Sony EA Sports Namco/Sony Fox/EA Infogrames/Ozisoft Crave/Sony Ozisoft Acciaim Ubi Soft/Jack Of All Games Southpeak/Dzisoft	Platformer Action/adventure Strategy Racing Platformer Action/adventure Soccer sim Golf sim Gun shoot 'em up Space combat Soccer sim Wrestling sim Shoot 'em up Racing Action/adventure Action/adventure
Sony Titus Infogrames/Ozisoft Infogrames/Ozisoft Infogrames/Ozisoft Konami/Ozisoft Konami/Ozisoft Sony EA Sports Namco/Sony Fox/EA Infogrames/Ozisoft Crave/Sony Ozisoft Acclaim Ubi Soft/Jack Of All Games	Platformer Action/adventure Strategy Racing Platformer Action/adventure Soccer sim Golf sim Space combat Soccer sim Wrestling sim Shoot 'em up Racing Action/adventure
	Ubi Soft/Jack Of All Games Sunsoft THQ Ubi Soft/Jack Of All Games Eidos/Ozisoft Eidos/Ozisoft Soft/Jack Of All Games Take 2/Jack Of All Games Acclaim Ubi Soft/Jack Of All Games Acclaim Ubi Soft/Jack Of All Games Acclaim Disney/Sony Midas/Metro Sony Namco/Sony Activision Infogrames/Ozisoft Activision Acclaim Interplay Midas Codemasters/Ozisoft Namco/Sony THQ EA Sports Fox/EA Ubi Soft/Jack Of All Games Soft/Ozisoft Namco/Sony THQ EA Sports Fox/EA Ubi Soft/Jack Of All Games Saffire/Jack Of All Games Saffire/Jack Of All Games Saffire/Jack Of All Games MGWEA Codemasters/Ozisoft Empire/QV Software EA Empire/QV Software

PSM most wanted

These are the games that the Official PlayStation Magazine team are most excited about.





Jump into the ring with Crash and co. in Sony's answer to Mario Party. We only wish we could go a few rounds with the fat plumber and take him out.

Dence Dence Revolution

Finally, we can get jiggy wid it and have Saturday Night Fever in PSM Towers. And yes, it'll have the dance mat, too. Bust A Groove indeed!



Return to the scene of the crime with the fun-loving criminals at Reflections. This should be even more fun than the classic original.

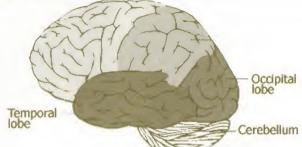


Final Fentesy IX

We can't wait for Square to finish translating its latest masterpiece into English. This gem will swallow months of your life!







greymatter greymatterBreymatter

greymatter greymatter

Let our mighty brain take the strain out of any purchases for that little grey box. Neural networks have been searched and brain cells destroyed simply to bring you this hot 50.









Title	Style	Price	lcon		Description	Scon
Ape Escape	3D platformer	\$69.95			The monkeys will drive you bananas in	9
		NZ\$79.95			this challenging platformer.	
Beatmania	Disc-jockey	\$129.95		2	One of the funkiest PlayStation games and	7
	sim	NZ\$149.95			hilarious with your mates.	
Bishi Bashi Special	Party game	\$89.95		4	Fantastic fun. Over-the-top, Japanese	8
		NZ\$109.95			mayhem at its finest.	
Colin	Rally sim	\$89.95		8	Rallying reaches new heights of realism –	9
McRae Rally 2.0		NZ\$119.95			fast, scary and varied.	
Crash Bandicoot	Platformer	\$39.95	MAMBER		Loads of variety and brilliant fun for fans	9
3: Warped		NZ\$39.95			of the bushy-browed marsupial.	
Crash Team Racing	Kart racer	\$79.95		4	Fantastic party game that stars the	9
		NZ\$79.95			world's favourite bandicoot.	ŭ
Destruction	Smash 'em up	\$69.95	NARVEE	4	Tons of variety and a superb four-player mode –	8
Derby Raw	derby	NZ\$79.95				•
Discworld Noir	Point 'n' click	\$79.95			crashing a car has never been more appealing.	8
DISCWOLIG TYON	adventure	NZ\$99.95			The most atmospheric and visually	0
Everybody's Golf 2		\$49.95			stunning adventure of its type.	
veryoody's don'z	Arcade golf			4	One of the best sports games you	9
Tan Villant	A - 41	NZ\$69.95			can buy.	
Fear Effect	Action	\$89.95			A genre-busting, puzzle-filled adventure	8
	adventure	NZ\$99.95			with cinematic presentation.	
inal Fantasy VIII	Role-playing	\$39.95			A role-playing masterpiece and one of the	10
	game	NZ\$39.95			most mesmerising games ever.	
Formula 1 '99	Motor	\$79.95		2	A comprehensive F1 game with superb	8
	racing sim	NZ\$99.95			handling and visuals.	
Gran Turismo 2	Sports car	\$79.95		2	The very best just got better. More cars, tracks	10
	racing	NZ\$89.95	posterior, and the same of the		and rally racing.	
Grand Theft	Criminal action	\$89.95		2	Controversial and addictive, GTA2 will have you	9
uto 2	adventure	NZ\$119.95			in a virtual underworld of crime.	
logs Of War	Pig warfare	\$69.95		4	Surprisingly tactical roaster, with strategy and	8
		NZ\$99.95		****	character progression – top multiplayer larks.	
n Cold Blood	Action	\$69.95			Possibly this year's most challenging game – a	8
	adventure	NZ\$99.95			refreshing new take on the stealth 'em up genre.	
SS Pro Evolution	Soccer sim	\$79.95		4	The Konami team have outdone themselves	10
		NZ\$109.95			once more with the best soccer game ever.	
edi Power Battles	Fighting	\$89.95		2	Slick, entertaining and eminently playable	8
	adventure	NZ\$99.95			challenge in the Star Wars universe.	
MediEvil 2	Arcade	\$49.95			Fun and very playable adventure romp.	9
	adventure	NZ\$69.95				
Metal Gear Solid	Sneak 'em up	\$49.95			Simply the best game ever made, now on	10
	adventure	NZ\$69.95			Platinum.	
1icro	Wacky racer	\$79.95		8	There's no finer eight-player racing game on	9
Maniacs		NZ\$119.95			PlayStation.	
Suppet RaceMania	Kart racer	\$49.95		2	Superb kart racing with all your favourite furry	9
		NZ\$69.95	June Land		Muppets.	
1usic 2000	Music creation	\$79.95		4	An improved interface with more options,	9
		NZ\$119.95	المعمل البيبيا المعمل		this is better than its great predecessor.	
IBA Live 2000	Basketball sim	\$89.95		8	The newly crowned basketball king for	9
		NZ\$99.95	النشأ ليسا لكا تسبا		the PlayStation.	9
	Racing	\$79.95		4	Sheer heaven for any Porsche fan. A top racing	8
leed For Speed:						





DOWN LOADING

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He moves just like a spider cen, and this month our heroic wabbed friend makes his long-sweited PlauStation debut. He's in good company, with Marvel Comics' H-Man, TOCA WTC's

seloon cere and Tenchu Z's ninjes all weiting in the wings.



Step 1: Pop up the lid and place PSM's disc into your lucky PlayStation



Step 3: Cue Sony, PlayStation and then Powerline logos. Finally the game name flashes on a funky background. Like this.





Step 2: Then it really is as straightforward as pressing Power on your machine. Go on, risk it.



Step 4: Scroll left and right with the D-Pad to select other demos and then press Stert to play.



SPIDER-MAN

Spider-Man, the people's hero, has caught up with modern technology at long last and got himself his very own PlayStation game. You join our hero as a gang of crooks is holding up a bank in New York. They've taken hostages and it seems that no one can stop them. Use your spider sense to detect danger and your compass to point you in the right direction. Only you, your web and your tight jumpsuit can save those hostages now.

Controls

Trap web • Kick End demo 4 Move Spidey u Look around R2 Swing web Web zip line Impact web Web yank Web dome

Additional Peatures

The full game boasts four modes, a dastardly plot, all Spidey's most feared enemies and cameos by some of his superhero mates, such as the Silver Surfer.

Purther Information

Check out our review on page 62.

Web spikes

Grab move

Publisher: Activision Style: **Action/adventure** Program: Playable demo







DISNEY WORLD MAGICAL RACING

Publisher: Eidos Style: Hart recer Program: Playable damo

To the joys of kart racing comes a little Disney magic. There are two modes on offer - Time Trial and Adventure mode - and 10 characters to try out. Time Trial sets you against the clock. The Adventure mode is more complex, with plenty of opposition, weapons, boosts and fun all on one track.

Controls

Accelerate Brake • Horn Change view Hop/powerslide Change view A1 R2

П Activate special power-up L2 View map/speedometer Left/right/reverse

←/→/↓

Additional Peatures

In the full game you can choose from 13 Disney characters, race on tracks based on





Walt Disney World attractions, and play a split-screen two-player mode.

Check out our review in PSM 37 (page 78).

TOCA WORLD TOURING CARS

Publisher: Codemasters Style: Racing sim Program: Playable demo

Arguably the most exciting of motorsports, touring car racing certainly makes for a good videogame. Our demo has two races on offer. First, a Free Race at Hockenheim. Before heading out you may want to go to the car options and tinker with your car set-up. The second is a Time Trial on the Catalonia circuit. Alternatively, if both of these sound a little overwhelming, you can simply admire the game's stunning graphics in the Demo mode.

Controls

- × Accelerate
- Brake Handbrake .
- A R1 Change camera

Rear view





Additional Features

A Career mode with over 11 international championships, 40 cars and 23

Purther Information Read our playtest on page 56.

> Publisher: Ubi Soft Stule: 30 platformer Program: Playable demo

Considering his limbs don't seem to be attached to his body, this little fellow isn't doing too badly. We join Rayman in the middle of the swamp where evil pirates are after him. You need to guide him through the level, freeing the Murfys from the cages as you go. There are two cages in the demo; pick up the fireflies en-route to boost your health. Watch out for the pirate bombs - shoot them down before they reach you. You'll need to be quick on your feet too, or you could find yourself up to your neck in it and having to start all over again. Collecting the green fireflies will save your progress halfway through the level.

Controls

Jump/helico

RAYMAN 2

- Display info
- LI/RI Camera controls
- Target on enemy R2
- RI Direction control

Additional Peatures

In the full game you can ride rodeo rockets, waterski snakes and cling to the underbelly of jet barrels.

Fly straight to our review on page 60.

TENCHU 2

You might think that wandering around the streets of ancient China in your pyjamas, while surrounded by city guards, sounds like a bad idea. But it seems that thousands of years ago this was the norm. Our demo puts you right in the middle of the action. Lord Toda has taken the higher ground, so using your ninja skills you must infiltrate his HQ and defeat the boss. Remember the guards are well trained, so try to sneak past them.

Courtes	
L2	Item select
u	Look around
R2	Item select
R1	Stealth mode

Pause

Move/x2 to sidestep, dash forward or backward

Attack

Stealth mode

Aim/Use selected item

Publisher: Activision Style: Steelth 'em up Program: Plauable demo





Additional Pasturas

In the full game you can look forward to highly illegal weapons, cutthroat fighting sequences, and a 15+ age rating.

Purther Information

Sneak back to last issue's preview on page 56 to find out more.

Publisher: Activision

Stule: Beat 'em up

X-MEN: MUTANT ACADEMY

Marvel Comics' band of not so merry men are gracing the PlayStation once again with their mutated presence. However, this time around Wolverine, Cyclops and the gang have undergone some changes initiated by new developer, Paradox. For one thing they've entered the third dimension, making their super-powers all the more impressive. Despite this revolution they remain true to their comic book counterparts. This demo features a Training mode hosted by Professor Xavier, which gives you the opportunity to become a fully-fledged X-Man. It's a must watch for all mutant fans.



RC REVENGE



Publisher: Acclaim Style: Hart racer Program: Video

For those lucky people who missed the release of the disappointing Re-Volt, this game should be a treat. For those who didn't, it should be a surprise because for the sequel it has been given a huge overhaul. Including renaming it RC Revenge (it says Re-Volt 2 on the demo) after we put this disc together for you. You're in charge of a remote-controlled car, whizzing around 20 environments. And there are trucks and RC boats as well...

ON SALE OCTOBER 25 new Zealand on Sale november 9

ERS TOP 50

50 GREAT GAMES, ONE LUCKY WINNER M

THE VOTES ARE IN. THE TUXEDOS HAVE BEEN HIRED, AND NEXT MONTH WE REVEAL THE RESULTS IN FULL.

RINDSA

COME STALKING WITH DINOSAURS THE FIRST REVIEW OF DINO CRISIS 2

ON THE DISC...

- Sydney 2000 Playable
- F1 2000 Playable
- Grind Session Playable
- Mr Driller Plauable
- Dave Mirra Freestyle BMX Playable
- Terracon Playable
- Driver 2 Video
- LMA Manager 2001 Video
- Ducati Life Video
- Superman Video
- Plus loads of cheats to download

- Driver 2 The first ever review
- The World Is Not Enough -Brand new shots and information
- We go rallying with the TOCA boys
- Get pole position with our exclusive F1 2000 review
- The latest on Digimon World
- The Mummy revealed
- Official Colin McRae Rally 2.0 playguide
- Every new PlayStation game reviewed and rated
- Plus so-called adults dressed in ridiculous outfits for your amusement...